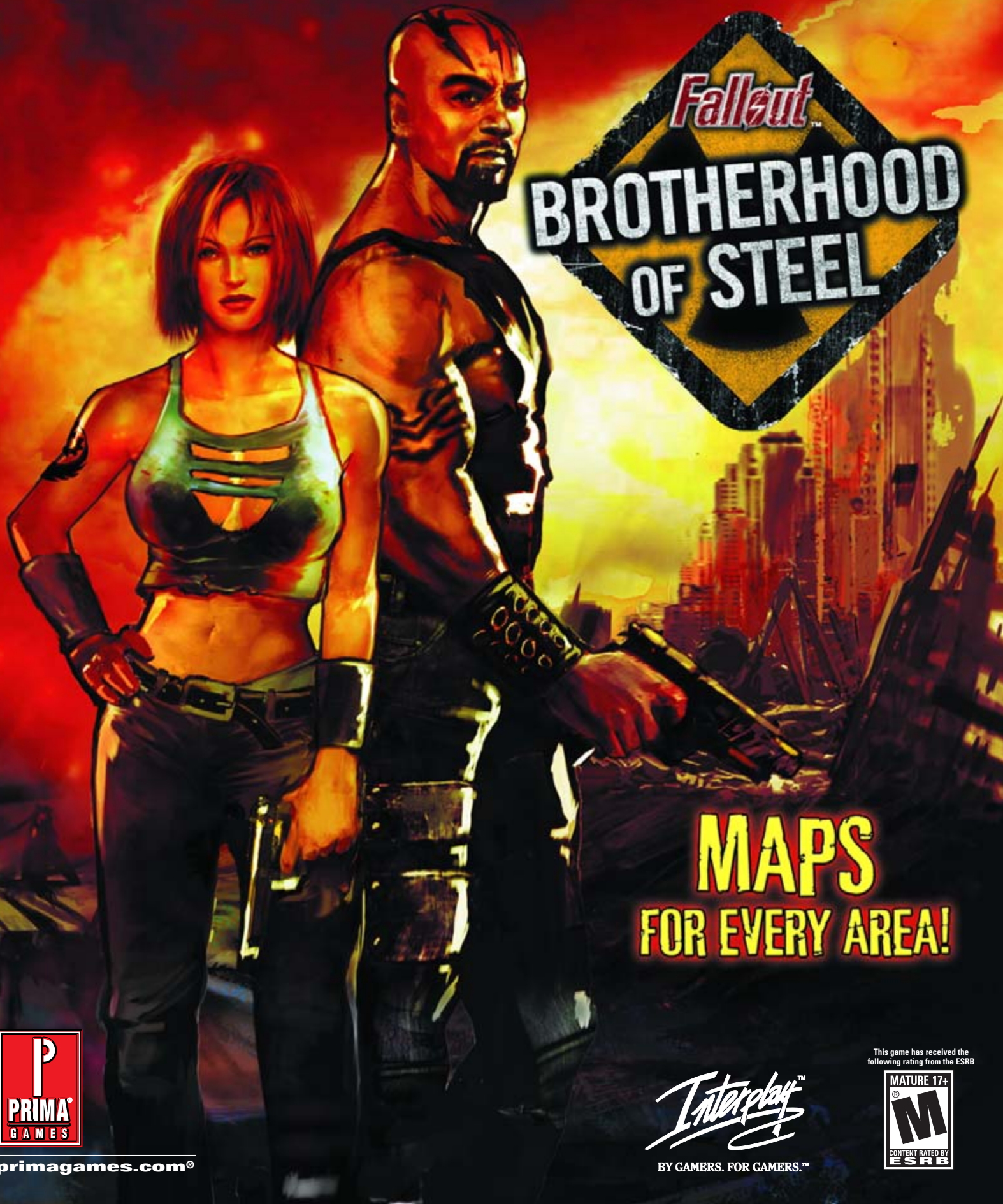


PRIMA'S OFFICIAL STRATEGY GUIDE



Fallout BROTHERHOOD OF STEEL

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Fallout™ BROTHERHOOD OF STEEL

PRIMA'S OFFICIAL STRATEGY GUIDE

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THANKS TO CHRISTY CURTIS, TELI HERNANDEZ, AND JENNIFER CROTTEAU AT PRIMA GAMES. SPECIAL THANKS TO KRISTA ROBINSON AND DANIEL KINGDOM AT INTERPLAY FOR FIELDING NUMEROUS Qs AND REQUESTS. AND THANKS TO FLETCHER FOR STAYING UP WITH ME ON A FEW LONG NIGHTS. COOL CAT, HE IS.

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THE FALLOUT

THE FUTURE IS WHAT YOU MAKE OF IT, AND IN THE ALTERNATE REALITY OF **FALLOUT: BROTHERHOOD OF STEEL** WE MADE A REAL MESS OF THINGS. A GREAT WAR WAS SETTLED THROUGH THE USE OF ATOMIC WEAPONS, LEAVING THE WORLD A NIGHTMARISH, RADIOACTIVE WASTELAND. PEOPLE WHO FLED UNDERGROUND MAY HAVE SURVIVED THE BLASTS, BUT CAN THEY SURVIVE THE NUCLEAR-FUELED MUTANTS LEFT TO RULE THE SURFACE?

FORTUNATELY, THERE'S HOPE FOR THE FEW REMAINING HUMANS. A GROUP OF ROVING PALADINS, THE BROTHERHOOD OF STEEL, HAS Banded TOGETHER TO FIGHT BACK AGAINST THE MUTANTS AND THE HUMANS WHO CHOOSE TO ALLY WITH THEM. USING BRUTE FORCE TO OVERTAKE THEIR MONSTER FOES, AND ACCEPTING ANYBODY WILLING TO FIGHT FOR FREEDOM INTO THEIR RANKS, THE BROTHERHOOD HAS DESCENDED ON THE AMERICAN SOUTHWEST TO CLEAR THE GLOWING DESERT LANDSCAPE OF THE MUTANT THREAT.

RAIDERS, RADSCORPIONS, AND MUTANT COCKROACHES PLAGUE THE DESERT. AS AN INITIATE OF THE BROTHERHOOD, IT IS YOUR MISSION TO ERADICATE THE IRRADIATED. ALONG THE WAY, YOU MUST MAKE FRIENDS IN LOW, LOW PLACES, AND SCROUNGE FOR WHATEVER SUPPLIES YOU CAN FIND IN THE RUSTED, BOMBED-OUT HUSKS OF TOWNS.

THE JOURNEY AHEAD IS INDEED TRAVELED ALONG THE ROAD OF MOST RESISTANCE, SO KEEP THIS GUIDE AS CLOSE AS YOUR SUPPLY OF STIMPACKS AND BULLETS.

CHANGES IN THE ATMOSPHERE

Brotherhood of Steel marks a departure for the sci-fi series. Most fans know **Fallout** as an isometric-view adventure game with traditional RPG elements, like map movement and item management. **Brotherhood of Steel** places a great emphasis on action, as you guide your paladin through enemy-filled environments, interacting with everything—from townsfolk to furniture just waiting to get busted up by your spiked baseball bat.

Not that **Fallout** has completely abandoned its roots. You must still collect weapons and items to finish your perilous quests, and gain experience points to level up. As you level up, you can improve your character's traits, from effectiveness in melee combat to how well you make use of health items. When you enter the desert, you are a mere level one initiate. When you leave, though, no enemy is your equal.

GETTING STARTED

BEFORE WADING OUT INTO THE WASTELAND ONCE KNOWN AS AMERICA, YOU MUST PREPARE YOURSELF FOR THE TREACHEROUS JOURNEY. WHO YOU CHOOSE TO PLAY AS CAN GREATLY AFFECT THE GAME. DIFFERENT WARRIORS HAVE INDIVIDUAL SKILL SETS, CAN USE ONLY SPECIFIC TYPES OF WEAPONS, AND ARE BETTER AT CERTAIN ATTACKS.

THE STORY OF *FALLOUT: BROTHERHOOD OF STEEL* UNFOLDS IN A SERIES OF CHAPTERS, TAKING YOU FROM THE DEVASTATED SURFACE OF EARTH TO THE DEPTHS OF AN INDUSTRIAL-STRENGTH BOMB SHELTER FAR BELOW. YOU'LL ENCOUNTER FEROCIOUS, BLOOD-THIRSTY ENEMIES AROUND EVERY CORNER AS YOU TRY TO UNRAVEL THE MYSTERY OF THE SURGE IN MUTANT ACTIVITY IN THE SOUTHWEST.

ALONG THE WAY, YOU'LL MEET MANY WASTELAND DENIZENS—COLORFUL CHARACTERS WHO WANT TO HELP YOU SAVE THEM FROM THE MUTANT MENACE. SOME OF THEM MAY ASK FOR FAVORS IN RETURN. GOING ON THEIR PERSONAL ERRANDS TAKES TIME AWAY FROM YOUR MAIN QUEST, BUT THE REWARDS MAY BE WORTH THE TROUBLE.



CHARACTER SELECTION

There are three Brotherhood initiates to choose from: Cyrus, Nadia, and Cain. Carefully consider their strengths and weakness before selecting your character. The warriors share a main set of skills, such as dexterity with melee or ranged attacks, but each also has his or her own unique skills.

CYRUS



CYRUS IS A HARD MAN. HE DIDN'T START OUT THAT WAY, BUT WATCHING YOUR HOMETOWN GET BURNED TO THE GROUND BY MUTANTS CHANGES A MAN. CYRUS GREW UP ALONE IN THE WASTELAND, FENDING OFF RADSCORPIONS AND AVOIDING RAIDERS, ALWAYS HEARING STORIES ABOUT THE FABLED BROTHERHOOD OF STEEL. HOPING TO SAVE THE LIVES AND DREAMS OF BOYS WHO ARE LIKE HE ONCE WAS, CYRUS REQUESTS TO JOIN THE BROTHERHOOD. IMPRESSED WITH HIS HUGE PHYSICAL FORM AND DETERMINATION, THE BROTHERHOOD SENDS CYRUS ON AN INITIATION QUEST. IF HE SUCCEEDS, HE'LL BE ACCEPTED INTO THE ORDER.

STRENGTHS: CYRUS IS INCREDIBLY STRONG, ALLOWING HIM TO CARRY THE HEAVIEST WEAPONS IN THE GAME.

WEAKNESSES: HIS STRENGTH COMES AT THE COST OF SPEED. CYRUS IS A LITTLE SLOWER THAN THE OTHER CHARACTERS.

SPECIAL SKILLS

MAN'S BEST FRIEND: ONCE CYRUS LEARNS THIS SKILL, HE ACQUIRES A CANINE COMPANION. THE DOG HELPS CYRUS IN HIS FIGHT AGAINST THE MUTANTS.

HEAVY HITTER: INCREASES CYRUS' CHANCES OF CAUSING A CRITICAL HIT (CRITICAL HITS DELIVER FAR MORE DAMAGE THAN A NORMAL ATTACK) WHEN USING A BLUNT WEAPON, LIKE A SPIKED BASEBALL BAT.

BERSERKER: IF CYRUS' HEALTH DROPS BELOW 20 PERCENT, HIS ATTACKS DO A HIGHER LEVEL OF DAMAGE TO ENEMIES.

WASTELANDER: INCREASES CYRUS' CHANCES OF DEALING A CRITICAL HIT WHEN USING HOMEMADE WEAPONS.



NADIA



ORPHANED NADIA GREW UP ON THE STREETS OF A BOMBED-OUT URBAN SETTLEMENT. HER DAYS WERE SPENT SEARCHING FOR FOOD, HER NIGHTS STEALING CAPS FROM WANDERING SOULS. SHE MADE HERSELF INVISIBLE, HIDING FROM THE THUGS AND SCOUNDRELS THAT RULED THE CITY BY FORCE. BUT THEN SOMETHING HAPPENED THAT CHANGED NADIA'S LIFE FOREVER. A BAND OF BROTHERHOOD KNIGHTS ARRIVED IN TOWN. THE PALADINS RESTORED PEACE AND ORDER TO THE TOWN, FED THE HUNGRY, AND BUILT AMAZING WEAPONS FROM SEEMINGLY USELESS MACHINE PARTS. NADIA VOWED SHE WOULD ONE DAY JOIN THE BROTHERHOOD. HER CHANCE TO JOIN IS NOW, AS THE ORDER HAS SENT HER ON A QUEST TO PROVE HER WORTH.

STRENGTHS: THE QUICKEST OF THE THREE, NADIA IS NIMBLE ON HER FEET AND HAS THE ABILITY TO WIELD DUAL WEAPONS. THIS ALLOWS HER TO MAKE UP FOR HER LACK OF STRENGTH.

WEAKNESSES: NADIA IS THE WEAKEST CHARACTER, TAKING MORE DAMAGE FROM EACH ENEMY ATTACK.

SPECIAL SKILLS

MAN'S BEST FRIEND: WHEN NADIA LEARNS THIS SKILL, SHE IS JOINED IN THE FIGHT BY A CANINE COMPANION.

SADIST: ONCE NADIA LEARNS THIS SKILL, SHE RECEIVES A FEW HEALTH POINTS EVERY TIME SHE KILLS AN ENEMY.

FUTURE WOMAN: INCREASES NADIA'S CHANCES OF DEALING A CRITICAL HIT WHEN USING ENERGY WEAPONS, LIKE A LASER PISTOL.

DESERT SOLDIER: THIS SKILL INCREASES NADIA'S CHANCES OF DEALING A CRITICAL HIT WHEN USING CONVENTIONAL WEAPONS, LIKE KNIVES AND REGULAR PISTOLS.

CAIN



CAIN IS A GHOUL. HE WAS ONCE A MAN, BUT WAS SEVERELY DISFIGURED BY RADIATION POISONING. HE BECAME SICKLY THIN, SKELETAL IN APPEARANCE. AND THE CHANGES WERE MORE THAN SKIN DEEP. CAIN BECAME A MERCILESS, TOUGH-AS-NAILS MERCENARY, FIGHTING FOR THE HIGHEST BIDDER. BUT WHEN AN ARMY OF MUTANTS DESTROYED HIS HOME, THE ONLY PAYMENT CAIN WOULD SEEK WAS VENGEANCE. HE APPROACHED THE BROTHERHOOD, BUT THEY WERE RETICENT TO OPEN THEIR RANKS TO A GHOUL. BEHIND CLOSED DOORS, THE BROTHERHOOD DECIDED TO SEND CAIN ON A SUICIDE MISSION FOR THE ORDER. THEY FIGURED HE WOULD NEVER SUCCEED. BUT WITHIN CAIN BEATS THE HEART OF A KILLER, AND THAT'S JUST THE KIND OF MAN THIS MISSION CALLS FOR.

STRENGTHS: WITH LESS STRENGTH THAN CYRUS AND LESS SPEED THAN NADIA, CAIN'S ABILITY TO WITHSTAND THE EFFECTS OF RADIATION IS WHAT TRULY SETS HIM APART. WHEREAS THE OTHER TWO MUST AVOID THE TOXIC EFFECTS OF RADIOACTIVE SUBSTANCES, CAIN WILL ACTUALLY HEAL HIMSELF BY COMING INTO CONTACT WITH IT.

WEAKNESSES: CAIN IS NOT AS STRONG AS CYRUS, NOR IS HE AS FAST AS NADIA.

SPECIAL SKILLS

RAD CHILD: COMING INTO CONTACT WITH RADIOACTIVE SUBSTANCES HEALS CAIN WHEN HE LEARNS THIS SKILL.

SADIST: WHEN CAIN LEARNS THIS SKILL, HE RECEIVES A FEW HEALTH POINTS EVERY TIME HE KILLS AN ENEMY.

PYROMANIAC: THIS SKILL INCREASES CAIN'S CHANCES OF DEALING A CRITICAL HIT WHEN USING FIRE WEAPONS, LIKE A FLAMETHROWER.

BUTCHER: INCREASES CAIN'S CHANCES OF DEALING A CRITICAL HIT WHEN USING KNIVES.

SKILLS



In addition their four individual skills, each character has a common set of skills and abilities that can be leveled up throughout the game. You collect experience points for each enemy killed, and when you collect enough points, you advance to the next level in the Brotherhood. (Every character begins as an Initiate.) When you level up, you receive skill points. Use the skill points to enhance your abilities.

You can check your character's current level, as well as how many experience points you need to earn before reaching the next level. (As you can see, after playing for a long time, Cain is pretty buff and wealthy.)

Always consider your character's strengths and weaknesses, as well as your own personal preferences, when you spend your skill points. For example, Nadia can use dual weapons. Upgrading her skills with guns would make her even more lethal. Or, if you find yourself dying too often, use your skill points to raise the amount of health your character has. Remember, though, once spent, skill points can't be refunded back to you.

Slayer: Upgrading this skill raises your chances of delivering a critical hit.

Die Hard: Upgrade this skill to increase your health meter.

Artful Dodger: Spend your skill points on this to increase the effectiveness of your armor.

Cat-Like: This skill increases your melee attack speed, as well as your chances of dodging an attack.

Eagle-Eye: Upgrade this skill to increase your character's maximum range with guns.

First-Aid: Enhancing this skill increases the effectiveness of health items. For example, using a Stimpak (*Fallout*'s equivalent of a health potion) after upgrading this skill restores more health than it would on a normal character.

Melee Skill: If you like to attack up close, upgrade this skill. Your melee attacks will deliver more damage.

Gun Skill: Upgrading this skill increases the amount of damage you deal when attacking with a ranged weapon.

Explosive Skill: Like using grenades and bombs? Enhance this skill to deliver more damage with explosive weapons.

Special Attack: Upgrade this skill to improve the strength and effectiveness of your character's melee combos.

Explosive Traps: Earning this skill allows your character to set explosive weapons as mines.

Energy Charge: This skill allows your character to overcharge energy weapons, like laser rifles, to deliver more potent attacks. Combine this skill with an upgraded Gun Skill to do serious damage with laser weapons.

Bargaining Power: For smart shoppers only, this skill allows your character to receive a discount on items bought, as well as receive more caps (money) in return for items sold.

Fortune Finder: There's a treasure in caps to be found out there, and by increasing this skill, you can find even more in every stash you uncover.



WEAPONS AND ITEMS

As you travel the scorched Earth, you'll pick up weapons, armor, and items that will help you on your quests. From the Inventory screen, you can view what you're carrying and equip or use weapons and items.

You can equip up to three weapons at a time. While you're playing, scroll through your weapons to select a new one. Should you run out of ammo or decide a different weapon might be better for your current situation, return to the inventory and switch it out.

You can collect several types of armor. Your character begins with just a basic set of clothes. To protect yourself from the elements and hostile

enemies, seek out or buy armor upgrades. You can equip armor from the Inventory screen. There are several types of armor, such as boots, chest armor, arm shielding, and helmets.

Items such as Stimpaks are pivotal for successfully completing your mission and becoming a member of the Brotherhood. Some items, such as Stimpaks, you use while in the Game screen. Other items are used from the Inventory screen.



HOW THE STORY UNFOLDS

When you begin **Fallout**, you're just a stranger in a strange land. You know there are battles to be fought and won, but you can't just mosey into town and start dealing in death. To get the story started, you must talk to townsfolk, sympathetic characters, and even bad guys.

There are three chapters in **Fallout**: Carbon, Los, and the Vault. Typically, when you begin a chapter, you start in friendly territory. For example, when you wander into Carbon for the first time, the Raiders

aren't yet gunning for a fight with you. Take advantage of the calm to chat up people. Not only will they regale you with stories of how they got where they are, but they'll offer hints as to what you should do next.

Some characters straight out give you missions. Richard, the Mayor of Carbon, tells you that if you want his help, you must run an errand for him.

Your mission will appear on screen, and it's also recorded in your personal log, available from your Inventory screen. Should you ever get lost or find yourself wandering without purpose, either consult the log to see if you missed something or find friendlies to speak with. It's likely one of them will point you in the right direction.



SIDEQUESTS

Not all of the missions you are sent on are for the greater good. Some of the people in **Fallout**'s wasteland have personal errands they'd like you to run for them. Ruby, for instance, will ask that you keep an eye out for her precious kitty while you're clearing out Carbon.

When you find personal objects like this, return them to their owners for a reward. Some people pay you in caps, others pay off in experience points. Always take the sidequests because experience points are perhaps the most valuable thing of all in the world of **Fallout**.

CARBON: MOSEY INTO TOWN

EVERY ADVENTURE HAS TO START SOMEWHERE, AND YOURS BEGINS IN THE ABSOLUTE ARMPIT OF WHAT'S LEFT OF AMERICA POST-APOCALYPSE: CARBON. THE BOMBED-OUT BURG HAS SEEN BETTER DAYS (SUCH AS, BEFORE EVERYTHING STARTED GLOWING), BUT NOW AN ARMY OF KILLERS, KNOWN ONLY AS THE RAIDERS, HAVE TAKEN CONTROL. ANSWERING ONLY TO THEIR DOMINATRIX QUEEN BEE, THE MATRON, THE RAIDERS TERRORIZE CARBON'S CITIZENS.

CARBON'S ONLY HOPE IS THE BROTHERHOOD OF STEEL. BUT THEY'RE NOWHERE TO BE FOUND. THAT LEAVES THE SALVATION OF CARBON UP TO YOU AND YOU ALONE. SCAVENGE WHATEVER WEAPONS AND SUPPLIES YOU CAN FIND AS YOU EXPLORE THE TOWN, BECAUSE THE RAIDERS ARE LEGION, AND LADY LUCK TOOK THE FIRST TRAIN OUT OF TOWN.

MEET AND GREET



Take a moment to see the sights before jumping right into saving mankind. Walk the perimeter of the town square, and check every alley. You'll find boxes and lockers that you can break open. If you're lucky, you'll find supplies.



Once you've taken the dime tour, follow the road north to meet the first of Carbon's colorful characters, Jesse the Trader. His Winnebago of weapons will be your first stop after you manage to scrounge up some cash. So, until then, keep on moving north until you reach the Atomic Diner. [1]

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Ruby, the local entertainer, is standing out front, offering her, uh, wares. Chat her up and you'll receive your first quest—clear the drunken Raiders out of the diner. As soon as you tire of Ruby's scintillating conversation, bid adieu, and equip your paladin-to-be with the Iron Gloves and Home-Made Pistol in your inventory.



Now, enter the diner to start roughing up Raiders.

THE DINER

Armpit, the aptly-named bartender, is getting harassed by a few drunk and disorderly Raiders. Perhaps if you clean house, he'll do you a favor in return.



Head for the center of the bar, and start laying Raiders out with your fists. You can stand back and shoot them, but it's better to conserve ammo right now. You'll have plenty of opportunities to test out your bang-bang soon enough.



Once you finish the Raiders in the center, clear out the rooms surrounding the bar, keeping an eye open for boxes that may contain supplies.



Now that the joint is empty, go talk to Armpit. He'll tell you about the Mayor of Carbon, who is now standing just around the corner of the diner's entry.

FAVOR FOR THE MAYOR



You can find Richard, the Mayor, just north of the diner. [2] He's standing next to a save game console, which you should definitely make good use of. Talk to the Mayor, who will regale you with the town's sad tale. Be sure to ask him about the Brotherhood Paladins. He knows where they are, but he wants you do something for him before telling you.

Apparently, the Raiders aren't Carbon's only problem. Giant, mutated insects, called Radscorpions, have infested the town's warehouse and Richard wants you to play exterminator. He'll give you the key to the warehouse, and point you in the right direction.

DR. FEELGOOD



Before heading to the warehouse, which is east of the crossroads, stop by the local doctor, Vidya. She's just around the corner from the diner entrance, behind the overturned cars. [3]

Vidya also has a favor to ask. She needs medical supplies to help the citizens of Carbon, but they're inside the warehouse. Agree to grab them for her, and if the Raiders in the bar busted you up at all, Vidya will heal you, free of charge.

CARBON: MOSEY INTO TOWN



Now, make for the warehouse. It's south of the Mayor's office. [4]



As you attack the Radscorpions, snag their tails for extra cash!



THE WAREHOUSE



Just inside the warehouse is a save game console. [1] Be sure to save your progress often, as the bugs you've been asked to stomp are tougher than the mob of drunk Raiders.



The first area is a big, open room. Several Radscorpions and rats make their home in here. They're not shy about attacking you, just use your pistol to deal a little damage from afar, then move in and finish them off with your fists.



Once you've eliminated the pests, check out the two rooms against the wall of the warehouse entrance. There are supplies in the lockers. Also, be sure to pick up any Radscorpion tails you find. Armpit will pay ten caps for each of them.

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Head southeast and fight down the short corridor to reach the second part of the area. In the southeast corner, you'll find additional supplies, but you must fight the rats for them first.



Pass through the garage door. [2] Clear out this area, and use the next door.



There are more supplies in the southeast corner of this room, beyond the boxes. Keep beating on Radscorpions until a message says there are none left. Then exit through the door in the northwest corner.[3]

MORE BUGS



Look to the right. [1] That's a big box—and it's blocking your way. Unfortunately, you can't move it just yet. Besides, there are plenty of Radscorpions in the new area that need to be dealt with.



Make your way northwest, carefully stepping around the green toxic waste. Search the shelves along the wall to find bullets and Stimpaks.

CARBON: MOSEY INTO TOWN



Use the save game console past the toxins.



Once you clear this room, follow the corridor to the southeast. A massive, glowing Radscorpion is in your way. [2] Use your gun to take it out, as it can give you radiation poisoning just by touching you.



Retreat to the main room, and use the door in the northwest corner. [3]



You'll find a citizen under siege from Radscorpions. If you act quickly, you can save the poor guy and get a reward.



Now walk down the corridor, past the blocked office, until you find a discolored patch in the wall. Use your fists to break through the weak spot. Kill the Radscorpions in the office.



Follow the corridor farther down to another blocked-off office. However, be ready for a swarm of rats to pour out of the pipe behind you.



The next office is full of Radscorpions. Clear them out, then use the door to enter the next office.



Inside, you'll find a new breed of Radscorpion. This green meanie spits toxins at you, so dodge its attacks and pump it full of lead. Once the spitter is finished, use the stairs to reach the second floor of the warehouse. [4]



SECOND FLOOR



Fortunately, there are no surprises waiting for you at the top of the stairs. Wait here to heal up, and rummage through the lockers to find supplies. [1]



Head west, down a dead-end corridor to find more supplies, guarded by a Radscorpion. Head back east and you'll find yourself on a catwalk looking over the first floor of the warehouse.



Make for the orange crane and activate it. [2] This will remove the giant crate that was blocking your way earlier.



Go through the next door. A spitting Radscorpion makes whacking the regular Radscorpions a chore, so kill it first, then bash the regular bugs.

Keep an eye on the red, explosive containers. They can go off when shot, doing damage to anything nearby—and if you're not careful, that will include you.



The entire area is swarming with rats of all sizes. Watch out for the large, fleshy variety, as their bites deal far greater damage than the smaller mutant mice.



CARBON: MOSEY INTO TOWN



While you're here, check the nearby locker for supplies. Move west to find a second crane. Turn it on, and it will drop the crate it's holding up. Now, start heading back to the first floor, mopping up any Radscorpions you may have left behind.

FIRST FLOOR



Rats have replaced Radscorpions as the annoyance *du jour*. Head back through the hallway until you reach the southwest corner of the area.



In the remains of the dropped crate, you'll find supplies. Equip any new weapons and armor.



Backtrack to the room where the massive crate blocked the door. Kill off the remaining Radscorpion, and head through the new door.

BASEMENT

You're not alone here. There's one last Radscorpion you must deal with to honor your bargain with the Mayor. And it's the biggest B-movie of a scorpion you've ever seen. This is one raw deal that keeps getting rawer, doesn't it?

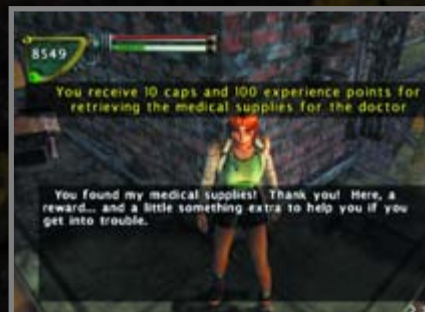


Your gun is useless at first. The colossal Radscorpion can block bullets with its claws, so you'll have to get in close. Wait for it to open its claws wide, then rush in and smack it in the face. The Radscorpion will shield its face with its claws, allowing you to work them over with your melee weapons. Keep this up until both claws have been destroyed.

Now, break out the pistol and start shooting. The Radscorpion still has full use of its deadly tail, so keep your distance and never stay in one spot. Pick away at its health until the beast goes down.

As soon as you've beaten the brute, backtrack to the first floor, then head for the door where you entered the warehouse. Be sure to save along the way.

TOWN SQUARE



As soon as you close the door on the warehouse, head for Vidya. Give her the medical supplies and, in return, she'll give you experience points and a few caps. (If you'd rather have the cash, take the medical supplies to Jesse. He'll pay top dollar for the drugs, but offer no experience.)

Head for the diner, and talk to Ampit. He'll pay you two caps per Radscorpion tail.



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On your way out of this greasy spoon, have a chat with the stranger standing in the north-east corner, the Wasteland Wanderer. If this isn't your first visit to the realm of **Fallout**, he should look mighty familiar.



Before going to the Mayor, have a chat with Ruby in the southwest corner of the bar. She has a favor to ask you. Apparently, her pretty kitty has gone missing, and she'd really like it back. Take the quest.



Now, it's time to collect from the Mayor. Tell him you did his dirty work, now it's time to cough up the 411 on the Brotherhood. The Mayor informs you they went into the crater just outside of town, and gives you the key to the old elevator that will take you to the bottom of the crater. The elevator is just to the north.



Before dropping into the big divot, visit Jesse and buy whatever supplies and armor you need. And use a save game console.



Head for the elevator, and get ready for a bad situation to turn worse.

MULTIPLAYER TIPS

Clearing out the infested warehouse is considerably easier with a helping hand. When rats and Radscorpions try to surround you, one player can clear an escape route while the other blasts incoming creepie-crawlies.

But a wing man is never more useful in the warehouse than when it comes time to take on the big Radscorpion in the basement. With two wide-reaching claws that cause mega-damage to a relatively un-armored paladin, this brute takes effort and nimble fingers to defeat.



The best strategy with two players is to have one run interference while the other pounds away on the massive Radscorpion. While the Radscorpion is distracted by easy bait, you can rush in and bust up those deadly pincers.



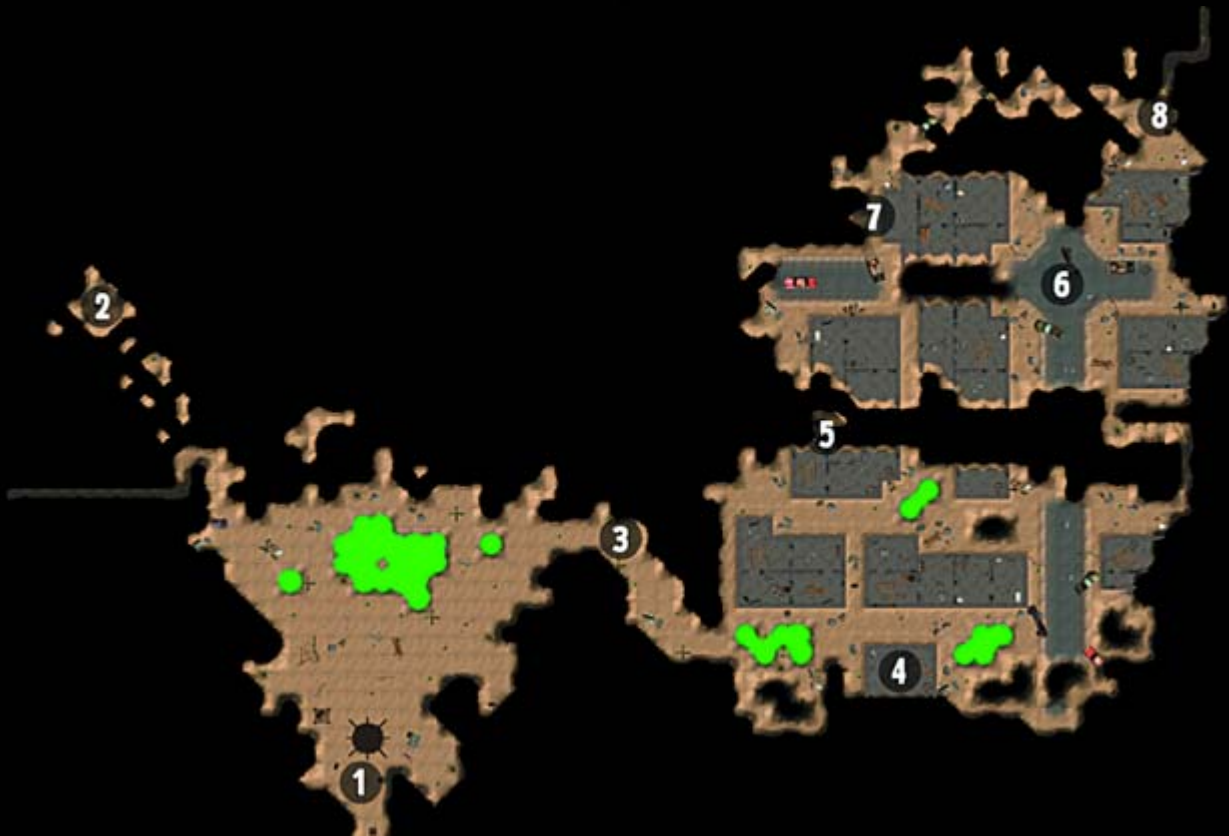
One of you should be armed with a ranged weapon in order to take pot shots whenever possible. The Radscorpion's armor is strong, but every sliver of health you can shave off is critical.

CARBON: THE PIT

MUCH LIKE THE HELL OF DANTE'S INFERNO, THE DEEPER INTO THE EARTH YOU GO, THE WORSE THINGS BECOME. LOWERING YOURSELF INTO THE ABYSS OUTSIDE OF TOWN, INTO A CRATER CARVED BY MAN'S ULTIMATE EXPRESSION OF HIS TRUE NATURE, YOU WILL MEET THE WORST OF HUMANKIND. IN A WORLD WHERE MONSTERS HUNT THE SURVIVORS OF THE GREAT WAR, YOU WOULD EXPECT PEOPLE TO BAND TOGETHER. BUT DOWN HERE, IN THE SHADOW OF THE SURFACE, PEOPLE TURN ON EACH OTHER, DESPERATELY TRYING TO HOLD ON TO THEIR OWN.



THE CRATER



Fallout™ BROTHERHOOD OF STEEL

PRIMA'S OFFICIAL STRATEGY GUIDE



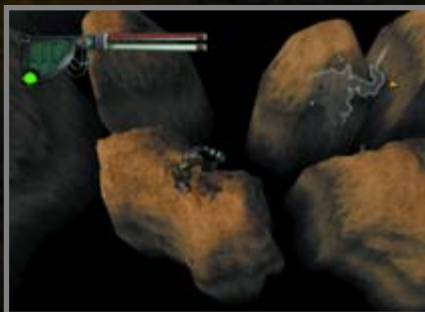
As you step off the elevator, quickly survey your surroundings for supplies. [1] Check the boxes. Then jump the fence and head northwest.



You'll pass an overturned truck, drilled into the side of a cliff.



Keep going until you reach the edge. Below is nothing but blackness.



You must jump across freestanding pillars of rock, resting only when you reach the largest one on the center. Open the footlocker to find supplies. [2]



Jump back to solid ground, and continue east. When glowing Radscorpions cross your path, take them out with your ranged weapons.

LOWER CARBON



Travel east and you'll find yourself in the sorry remains of the unlucky side of Carbon, the part that was blasted into oblivion. [3] Beware of a new enemy: swarms of mutant Roaches. The skittish beasts are fast and furious, and you'll need to use melee weapons to take them out.



As you walk into town, cross behind the first building on your left. The crates back there hold caps and a Stimpak.



Backtrack to the main road, and prepare for a horde of Roaches by the water pools. Keep on top of them, smashing them with your melee weapons.

Check inside the collapsed building here for the body of Mr. Pussy, Ruby's poor kitty. [4]



Continue along the main road, keeping an eye out for an overturned truck. To the north of the truck is another pickup with a footlocker in the back.



Also look for a rusted-out car. The trunk contains supplies.

CARBON: THE PIT



Head north until the road ends.



Start west and you'll reach a house. Actually, half of a house. The other half is on the other side of the chasm.



Use the overturned car as a bridge to the other side. [5] Jump over the final gap, and save your game.



The alleyway between the two houses is blocked by a couple of crates. Break them open and enter the next house.



Turn east, and you'll get back to the street.

RAVINES

Take time to explore the shelled-out Carbon. Supplies are hidden everywhere—in crates and boxes and behind walls.



Check the back of the pickup and the trunk of the pink car to the west for supplies.



To the north is the town's cross-roads [6], and a half-burnt house is to the northwest.



Enter the house, and clear out the rooms. You'll find an exit on the opposite side. [7]



Continue north. Eventually, you'll reach a series of deep ravines. Residents have been using cars as make-shift bridges to get across the ravines, but sometimes you must jump to reach the next rock outcropping.



To make matters worse, spitting Radscorpions hound your every move. Use your ranged weapons to take them out, or just keep moving.



Follow the cliff wall, and you'll reach a save game console and the entrance to the next level. [8]



THE CAVES

The dark network of caverns is home to a dangerous bunch of bugs, but this first grotto is fairly safe.



Step over the remains of a mammoth Radscorpion [1] and you'll find a freezer with supplies. Save your game at the nearby console and walk east.



Walk gingerly, though, as you'll find yourself in the middle of a Radscorpion nest. The bubbling pods are ready to burst, spilling forth their poison-tailed contents, so hug the walls.



Keep an eye out for supplies in the corners.

GHOST TOWN



You'll soon find yourself back in Carbon. [2] More supplies are strewn about town, such as the goodies in the freezer to the south. This treasure hunt is not all giggles, either.





Mutant Roaches are everywhere and must be dealt with quickly or their bites will eat away at your health.

Also, be wary of the radioactive puddles. Should you step in one, use a Stimpak to stop the pain.

Fight your way southeast, and you'll soon leave Carbon behind. [3]

CAVERNS



Plenty of radiation remains in this corner of the crater. Giant pools of glowing sludge are everywhere. Toxin-spitting Radscorpions nest in every corner. You'll use a few Stimpacks here to combat the effects of radiation, but you can replenish your supply by looking inside boxes.



Travel west. The narrow passage here [4] is lousy with radiation, so jump from pipe to pipe, moving south.



Soon, you'll stumble upon a lake of radioactive goop, so keep to the edges and maneuver around it.



Turn east and you'll see the light at the end of the tunnel. [5] Use the save game console and exit the caverns.

MEET THE MAYOR, PART 2

As you step in the grotto, you're treated to the revelation that, even in far-flung alternate universes, politicians are crooked. The Mayor has been helping the Raiders all along, and knows that you know his little secret, he's not about to let you leave the crater alive.



The Mayor is a crafty opponent. He has a limitless supply of Frag Grenades that do heavy damage to your weakly armored body, so keep moving to avoid the blast zone. The Mayor also uses the upturned cars as shields, so you'll have to be nimble with your trigger finger to nail him while he's darting between them.

First, take care of the Raiders working for the Mayor. If you leave them alive, they'll make dealing with the Mayor near impossible. Once the Raiders are gone, concentrate your fire on the Mayor.

Now, you can use his Frag Grenades against him. If you time your dodging right, you can trick the Mayor into throwing a grenade against one of the cars. It will bounce back on him, and take a huge chunk out of his health. And, should the Mayor venture too close, don't be afraid to dash out and smack him with a melee weapon.

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Should you run low on Stimpaks, head for the corners of the grotto. Bullets and Stimpaks are there for the taking. Once the Mayor is done for, scoop up all the spare Frag Grenades and exit the way you came in.

BACK IN THE CAVES

The Mayor's grenades have started a cave in, and you better run as fast as you can to avoid falling rocks. Getting caught under a rock slide does enormous damage.



You need to run all the way to the elevator shaft in the very beginning of the crater, avoiding rocks and a minor army of Raiders sent to finish you off.



But the real showstopper is the giant Radscorpion that has returned to her nest. She's pretty displeased about the way you left things, and immediately starts attacking you. Dispatch her the same way you defeated the boss scorpion in the warehouse.



Continue through the collapsed portions of the town, squeezing rounds into the remaining Raiders, and take the elevator back up to the surface.



MULTIPLAYER TIPS

When you fought the momma Radscorpion, you had only one target. But the battle with the Mayor at the end of the crater is more troublesome, as he has Raider soldiers running around the grotto, inflicting slow, steady hurt.



You can split the duties and have one player worry about taking down the Mayor while the other picks off the Raiders. Or, if you have plenty of Stimpaks, you can just concentrate on plugging the Mayor.



The Mayor's Frag Grenades are extremely lethal. Thankfully, there are supplies of Stimpaks in the corners of the grotto. Again, sharing is important. If one player gets greedy with the Stimpaks and the other dies, there is no way to resurrect the dead in this area. And the Mayor is tougher to handle alone.

CARBON: RAIDIN' RAIDERS

WELCOME BACK TO CARBON. IT FEELS LIKE YOU'VE MADE ZERO PROGRESS. HELPING THE MAYOR WAS SUPPOSED TO HOOK YOU UP WITH YOUR BROTHER PALADINS, BUT THE TURNCOAT DID YOU DIRT, AND NOW YOU'RE BACK TO SQUARE ONE: THIS HOLE OF A TOWN. BUT THE PLACE HAS EXPERIENCED A BIT OF A POPULATION BOOM WHILE YOU WERE AWAY.



THE RAIDER MATRON AND HER MINIONS HAVE OVERRUN THE PLACE. YOU HAPPEN TO CATCH THEM PUTTING THE SCREWS TO POOR ARMPIT, EFFECTIVELY CUTTING OFF YOUR RADSCORPION TAIL DISTRIBUTION DEAL. SHE THEN LEAVES BEHIND ENOUGH TROOPS TO TERRORIZE THE TOWNSFOLK, AND GET RID OF THE NUISANCE SHE'S HEARD SO MUCH ABOUT.

STREET CLEANING



After you leave Armpit, talk to Vidya. She's holed up in the warehouse [1], and refuses to open the door until you do something about the Raiders tearing up the town. If you rescue the unfortunate stragglers who are unable to reach the sanctuary and clear out the Raiders, she'll let you inside.



The Raiders here are much tougher than the mindless thugs in the caves—especially the ones with Flamethrowers. The gas tanks on their backs are flammable (duh), and often explode when you kill the Raiders holding them. So, keep your distance and use ranged weapons on these creeps.

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From here, just start hitting the Raiders with everything you have. Every citizen you save from the Raiders rewards you with Caps, so hurry it up.



When all of the Raiders are gone, visit Jesse to stock up on weapons and supplies, and then use the key to open the western gate. [2]



As soon as you step through the gate, a group of helpless citizens rushes you. [1] Raiders are behind them. Take out the Raiders and save the townsfolk.



To the west is another gate, but it won't open.

CARBON RAIDIN' RAIDERS



To the left of the gate is a house. [2]



Inside, Raiders are making small talk. Crash the party, and clean house.



Follow the path north and continue emptying the buildings of Raiders. Keep heading north. When you reach the metal fence, follow it until you reach the save game console. [3] Use it, and continue north.



Jump out to the freezer chest on the rock outcropping and check it for supplies. Return to solid ground, then move along the other side of the fence.



The flooded area here is overrun with Raiders. [4] Wipe them out, and then keep moving east.



You'll reach a wide road, littered with burned-out vehicles and old tires. Raiders are everywhere, using the debris as defensive outposts. Use your ranged weapons to prove there's no hiding from you.



Move south, fending off Raiders and radioactive dogs. Be careful here, as the burning buildings are ready to go up at any given moment.

At the end of this path is a cross-road. [5] Clear out the Raiders here, then retreat north.



Along the way, keep an eye out for the gas station. Directly opposite of the station is a small alleyway. Dart down the alley to find a chest. [6] Open it up and enjoy your new Flamethrower. Time to fight fire with fire.



Continue north, bashing Raiders along the way. At the north end of the road is a train car and a save game console. Use the console, then enter the train car. [7]





NORTH SIDE



This is one train that has long since left the station. The tracks here are completely ruined, twisted beyond recognition. [1]



Follow the train tracks and dispatch the Raiders. Eventually, the tracks end at a cul-de-sac, where several citizens are trying to fight off a band of Raiders. Come to their rescue, and the survivors will reward you with Stimpaks.



Return the way you came, heading east, and continue along the train tracks. There are two bridges crossing the abyss here [2], but they have been seriously neglected by the city planner's office.



Try the track on the right. You can make that jump. (But, just in case, use the nearby save point.)



There's a helpless citizen out at the end of the series of rock pillars. Help him out and then return to the bridge. Cross to the bridge on the left to reach the other side of the ravine.



Jump up into the bombed-out boxcar. [3] Beware of the two explosive red barrels in the car. While you're up here, whip out the rifle (you do have a rifle, don't you?) and start picking off the Raiders below.

CARBON RAIDIN' RAIDERS



Hop down from the car, and mow down the rest of the Raiders in the eastern corner. Return to the car, and then walk around the other side to reach the ruined bridge. Now, head east and exit the area. [4]



There is a save game console right here. [1] Use it and then move south. You'll encounter a group of Raiders "enjoying" a vicious dog fight. Punish them for their deeds and head for the alley to the west.



Exit the house and continue south. Raiders are harassing citizens here, so take the time to help them out. The cowering townsfolk will reward you. Doubleback and take the alley to reach the main road. [3]



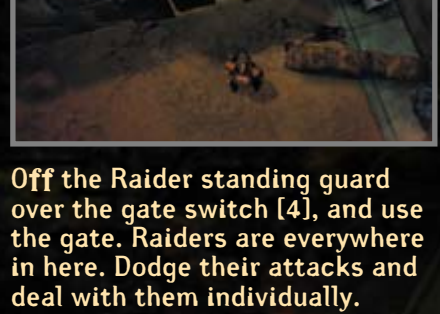
Inside the house, a citizen is being terrorized by a couple of Raiders. [2] The door is locked, but your presence cues one of them to check outside. As soon as he opens the door, stuff him and rush inside. Waste the Raider inside and save the woman.



Follow the road north. You'll reach another gate.



Open the next set of doors, leap over the flames, and make your way through the rest of the house, knocking down Raiders the whole way.



Off the Raider standing guard over the gate switch [4], and use the gate. Raiders are everywhere in here. Dodge their attacks and deal with them individually.



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To the south is an alley. [5] Head down the alley, but watch out, as the burning buildings can cause serious damage when they blow.



Raiders and supplies await you at the end of the alleyway.



Backtrack to the gate and head west. There's another gate here, and the switch is just to the right of it. [6]



Deal with the insurgence, then use the gate to reach the town square.



MULTIPLAYER TIPS

Carbon is full of two things—Raiders and treasure. While it's easy to share the demolition duties, it's usually tougher to split up the spoils of war.



When you come across footlockers and freezerchests full of goods, take a moment to decide how you want to share the booty. Maybe you alternate treasure piles, or you hand out weapons based on each character's strengths. For example, should Cyrus find some dual pistols, he should give them up to Nadia.



Navigating the minefields by yourself is tricky. With another player in tow, it can be downright disastrous. Because you must always remain on-screen together, it's easy to trap the slower player in the rear. In the minefield, try to calculate your moves so you don't activate a mine that will explode seconds later when the other player crosses the same spot.

CARBON: THE MATRON

THE RAIDERS HAVE BEEN ROUTED—BUT THEIR WICKED QUEEN, THE MATRON, STILL LIVES. UNTIL SHE HAS BEEN DEALT WITH IN AN APPROPRIATELY VIOLENT FASHION, THE PEOPLE OF CARBON CAN'T COME OUT OF HIDING. IF YOU WANT TO RID THE TOWN OF THE RAIDER MENACE ONCE AND FOR ALL, YOU MUST CHALLENGE THE MATRON TO A DUEL.

THE WAREHOUSE



Vidya makes good on her promise to let you back into the warehouse. Find her against the eastern wall. Vidya charges you with one final mission: defeat the Raider Matron. She's running her nefarious operation from the heart of the old sawmill just outside the city limits.



Talk to the other Carbon regulars before leaving. Ruby will be happy to get her kitty back, even if the little fella isn't in tip-top shape. Talk to Ruby again to pick up a new quest.



Jesse's trailer is to the south. Do whatever trading you need to do—such as stocking up on Stimpaks—then follow his advice to exit out the garage door behind him.

OUTSKIRTS



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You step into the northern edge of town. [1] A pack of rabid Raider Dogs is attacking one of those two-headed cows you've seen all over town.



Whip the dogs, check for nearby supplies, and head for alleyway in the northwest corner. [2]



The alley opens into a wide road. The Raiders have peppered the ground with landmines, so watch your step. Setting off one mine

can cause a small chain reaction, resulting in devastating damage to your health. Try to stick to the edge of the road, and hop over any mines you come across.



Travel east on this road until you reach a picket fence. Hop over the fence and continue on until you reach the impromptu cow pen. [3]



Dispatch the Raiders guarding the mutant cattle, then head north.



At the end of this passage is another gate, but it's locked. [4] Wipe out the Raiders here. None of them have the key, so you need to keep moving.

RAIL YARD



Head west and you'll come across another fenced in area. This is the edge of the old rail yard. Clean out the Raiders, but pay particular attention to the Raider making a break for the dog pen. If he makes it, he'll release the hounds. Cut him down before he reaches the cage.



To the north is a battered boxcar. [5] Jump into the car and then cross over to the other side of the fence. Keep an eye out for Ruby's necklace in this area. One of the Raiders here has it.



Keep moving north, following the old rail line until you reach the entry to the Raider's storage compound. [6] Use the save game console before venturing inside.

CARBON: THE MATRON

STORAGE COMPOUND

The compound is a labyrinth of crates and boxes. The passage-ways are lined with landmines. But the journey south doesn't have to be a painful one.



Save your Stimpaks by leaping up on the gray pallets, and crossing the minefield from a safe height. Once you've cleared the maze, hop down and start whacking Raiders.



The Raider by the barrel has the key you need to open the gate you saw earlier. Rummage through his corpse once you've flattened him.



Take the key, and head through the chain-link fence to the south. [7]



Scoot back the way you came, go to the southeast, and open the gate to move on to the mill.

THE SAWMILL



You begin this level on the outskirts of a run down sawmill. [1]



As you close in on the Matron's hide-out, the Raiders bring out the heavy artillery. Here the Raiders are packing Shotguns and home-made Machine Guns. Start wiping the floor with these guys, then head west.

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Eventually, you'll encounter another gate that you can't open. Head north [2], toward a group of bombed-out buildings.



Enter the first building, clear out the Raiders, and pick up whatever supplies you can find.



Another minefield spills westward. Hug the left wall, and scoot free of harm's way. There's an alley leading away from the minefield here. Follow the path until you reach a door you can open.



You can see the Raider on the other side of the door, but not so obvious is the landmine right next to him. [3] Watch for the little patch of gray—that's the mine.



Empty the house of Raider riff-raff. There are plenty of broken walls and windows to snipe Raiders outside on the road. Once you've removed the Raiders, exit the way you came in and move north.



The next crossroads plays host to a deathmatch ring hastily put together by some Raiders. [4] Inside the ring, citizens are getting tortured by Raider Dogs. Correct this injustice. Sneak behind the otherwise-engaged Raiders, and start handing out beatdowns. The dogs will escape, but a few cracks will put them down.



Before leaving the deathmatch ring, be sure to check out the two lampposts. The Raiders have strung up a pair of unlucky citizens. If you thwack the lamppost a few times, items will fall from the victims' pockets. Gruesome, yes. But this is survival of the fittest. And you're not the one hanging 20 feet in the air.



Now, follow the road east, to another minefield. At the end of the field is a collection of wrecked vehicles, loaded with explosives. [5] Three Raiders are ready to stop you from getting any closer to the Matron. Use your ranged weapons to put them out of their misery. Pass through the gate. [6]



CARBON: THE MATRON



Immediately save your game at the console. [1] (You don't want to cross those minefields all over again, do you?)



Jesse and his Winnebago are in the center of the parking lot. Jesse informs you cannot enter the Mill grinding area just yet. [2] The mill's security system is still functional, so you must find an alternative way into the facility.



Look around the area for supplies, then exit to the west into the storage area. [3]

STORAGE AREA



A small platoon of Raiders guards the area. [1] Take them out as you head for the northeast corner. [2] Follow the corridor here to the decrepit train depot.



There are several more groups of Raiders here, many practicing better ways to kill you. Show them how it's done firsthand and keep moving.



Next to the blue doors is a wooden door leading into the office. You can see Raiders on the other side. Follow the wall until you reach the entrance [5], and step inside.

There are several Raiders waiting for you, but you should be able to mow them down.



Hop over to the other side of the depot [3], and work your way back down the other side of the old boxcars.

DEPOT OFFICE



At the end of the passage is a set of blue doors. [4] They're locked. You'll come back to them, so remember where they are.



Move into the room with Raiders in it that you saw just a moment ago. Finish off the Raiders, then flip the switch [6] to open the blue doors.

CARBON: THE MATRON

GARAGE



Don't leave the room without opening the nearby footlocker—it contains supplies and the Vault 13 Flask, which you can give to the Wasteland Wanderer when you get back to town. If you get back to town.



Go back to the blue doors and be ready for Raiders to rush through.



Follow the corridor on the other side of the blue doors. Look for the discolored patch on the wall. [7] Break it down to collect supplies, and then continue on to the garage. [8]



The old, rusty trucks dictate your path in here. More Raiders guard the area, including another canine lover that makes a break for the nearby dog cage. [9] Take him out first.



Just beyond the chain-link fence area is a bunch of boxes. They look promising, but beware. They're full of radioactive Roaches. Take them out for the experience points. Use the save game console at the edge of the garage and exit through the set of blue doors. [10]

GENERATOR ROOM



Step through the security doors [1] and follow the catwalk past the smaller generators. Heavily armed Raiders are milling about everywhere, so be ready with the trigger finger.

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The catwalk leads to another set of doors, and yet another catwalk on the other side. The walkway you're on has collapsed, but the catwalk running parallel to it is fine. In fact, it's able to support several Raiders.



Take them out with your ranged weapons and use the twin pipes to cross to the other catwalk. [2]



The security door to the east leads to a Raider compound. It's a dead-end, but you need to clear out the Raiders within to get an important item. Step through the doors and unload into the marauders.



Rummage through the pile of garbage by the door. [3] You'll unearth a key.



Retreat through the doors and head back across the catwalk. Pass through another room, and then you'll emerge on another catwalk.



There's a locked door at the end, and you can't open it. [4] Wait for the Raiders on the other side of the door to finish their conversation. One of the guards will open the door. Jump him and also wipe out the other Raider in the room.



Continue through the rooms. There is a door at the end of the hall, but it's locked. The only way to open the door is by turning the generator on, overriding the security system.



There's a switch [5] at the other end of the room that opens the door. A Raider will come out—take care of him.



Follow the path to the east to get to the inner ring of the catwalk system.



Circle around until you reach the switchbox for the generator beneath you. [6] Take care of the Raider here, then flip the switch and pray.

CARBON: THE MATRON

POWER SURGE



The generator roars into action, overloading the security systems in the mill. Run back around the inner catwalk, but before you leave, head to the outer rim and clear out the Raiders standing in the corners.



Check all of the footlockers for supplies. Circle back around, and exit the way you came into this area. Head through the previously locked door.



The excess juice from the generator is spilling out of circuit breakers in this room. [7] Be careful of the blue sparks that zap your health away. Carefully slink between the static discharges, and then head out to the gantry.



Two Raiders are standing guard. You can take them on yourself, or you can use the steam valve next to you to boil them alive. If you opt for the steam route, be careful not to walk into the super-heated gas yourself.

Head around the steam bursts. The next area is blocked by more static discharges, so enter the office opposite of you. [8]



Use the control panel to shut off the power. Hurry through the hall. Another walkway leads to a small corridor. The door to the west can be unlocked with the key you found in the trash.



Take everything not nailed down in this room. [9] Move along the gantry and enter the office. [10]

OFFICE SPACE



Save your game with the nearby console. [1] Check for supplies. Cracked steam pipes are spurt-ing heated gas, so walk carefully.

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Next, head around the corner. Use the steam valve to shut off the pipes and enter the bathroom. [2] Check the toilets. The middle one contains a stash of caps.



Move back down the hallway until you come across the steam bursts. [3] They alternate, so time your passage through the area.



Turn down a side corridor marked by a giant skull on the ground [4], and get rid of the Raider hurling Grenades everywhere.



Farther down the corridor is a hub of transformers. A Raider will fire on you, and blast the transformer.



Take the next hallway. The broken transformer unleashed a series of electrical discharges in this corridor. [6] Carefully move down the hallway, but watch out for Raiders trying to off you while you're busy dealing with the voltage problem.



There is another office complex at the eastern end of this hallway. Move down there and start clearing out the Raiders. Try not to get caught in the crossfire as Raiders take pot shots from broken windows.



Head southwest to find a door that leads to the storage area. Pass through the storage area, and work your way back to the parking lot.

PARKING LOT



Take a moment to stop by Jesse's trailer and stock up on armor and Stimpaks. Buy whatever you can afford. Head north and save before going through the door.

SHOWDOWN



It looks like the deal the Matron made with the Mutant General has gone sour, and he leaves her to deal with you. Speak to the Raider queen, as she'll tell you a little bit about what's really happening around here.

No matter how hard you try, the Matron isn't about to make nice. This is going to end very badly for one of you. If you stay sharp, you'll come out on top.

The Matron wields dual Berettas that can cut into you, no matter how tough your armor is.



When she can't get a good shot at you, she'll start blasting the electrical system, which unleashes deadly arcs of electricity. Keep an eye out for these.



The best weapon to use here is the Submachine Gun. Never let the Matron out of your sight, and keep

pumping yourself full of Stimpaks. Use the lock-on to keep tabs on her, and fire as quickly as you can. She may look tough, but she can't take many direct assaults from your Submachine Gun.

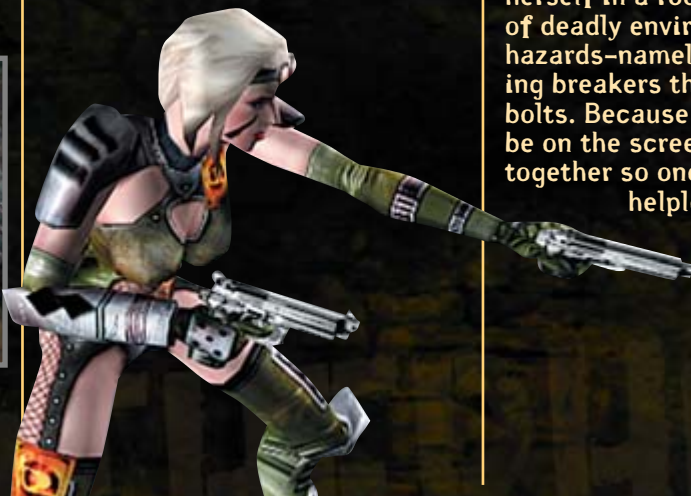
Once you've taken care of the Matron, lift her guns (she won't be needing them anymore) and exit the way you came in. Talk to Jesse, who is overjoyed that the Matron is dead. Travel back to Carbon with Jesse.

GOODBYE CARBON

Make sure you talk to everybody before leaving town. If you found Ruby's necklace, give it back to her. Vidya will heal you up one last time. Get any last-minute trading done with Jesse.



The Wasteland Wanderer is waiting for you in the northwest corner of the town square. The Wanderer will tell you about Los, the ghoulish city over the mountains. If you press him about it, he'll provide you with a map. Before you leave, make sure you give the Wanderer the Vault 13 Flask.



MULTIPLAYER TIPS

The Raider Matron is one hard lady. Packing twin Berettas and a potty mouth, she can dish out some serious hurt before you even realize your health bar is half-empty.



Consider using the same tactic here as you did with the momma Radscorpion. One player tries to distract the Matron, while the other pops her from a distance. Or both of you can run and bash her with melee weapons, hoping the odds are in your favor.



While Matron may have zero guards, she has positioned herself in a room with plenty of deadly environmental hazards—namely, the malfunctioning breakers that spit electrical bolts. Because both players must be on the screen together, work together so one player is not helplessly trapped behind a box when lightning strikes.

LOS: THE BRIDGE

WELCOME TO LOS, POPULATION: DECREASING. THE ONCE THRIVING, SUN-SOAKED METROPOLIS IS NOW AN ASHEN CANYON OF CRUMBLING BUILDINGS AND BOMBED-OUT BRIDGES. THE GHOULS HAVE TAKEN CONTROL OF THE CITY, SEEKING TO ESTABLISH A "PARADISE" FREE OF HUMANS AND MUTANTS, WHERE THEY CAN ROT IN PEACE.

MOST GHOULS DON'T TAKE TOO KINDLY TO STRANGERS, ESPECIALLY THOSE TRAINING TO ENTER THE BROTHERHOOD OF STEEL. SURPRISINGLY, THESE UNDEAD HORRORS HAVE MANAGED TO ARM THEMSELVES MUCH BETTER THAN THE RAIDERS, BRANDISHING LASER PISTOLS AND BOMBS. WHERE THEY GOT THESE WEAPONS IS JUST PART OF THE MYSTERY THAT MUST BE SOLVED BEFORE LEAVING LOS.



GHOLLISH



Apparently, the Ghouls are no fans of the mutants, either. You overhear two gossips say that mutant encroachers have been detected at the docks. That's where you need to go, but first, enjoy the hospitality of the few Ghouls that don't want to stain their hands with your blood.

LOS: THE BRIDGE



Southeast of Harold, next to a tent, is Hieronymus, the local merchant. [3] He has far superior wares than Jesse ever dreamed of stocking, and if you're low on caps to enjoy the finer things, consider Hieronymus' offer to engage in a little bloodsport.



Just to the north of the tollbooth [1], where you step through, is Harold, an old-timer Ghoul. [2] He'll give you the lowdown on Los, as well as request you keep an eye out for, well, his eye. The old man has been going to pieces, and would like as many of those pieces you can find.



The merchant is running a thriving gladiator business and if you're game, he'll enter you in the next competition. The reward for clearing out the monsters he's released in his makeshift arena grows with each successful game, but so do the dangers. The first round is just a handful of Radscorpions, but soon humans will attack you. If you can survive long enough, toxic Ghouls and Deathclaws will come out to play.

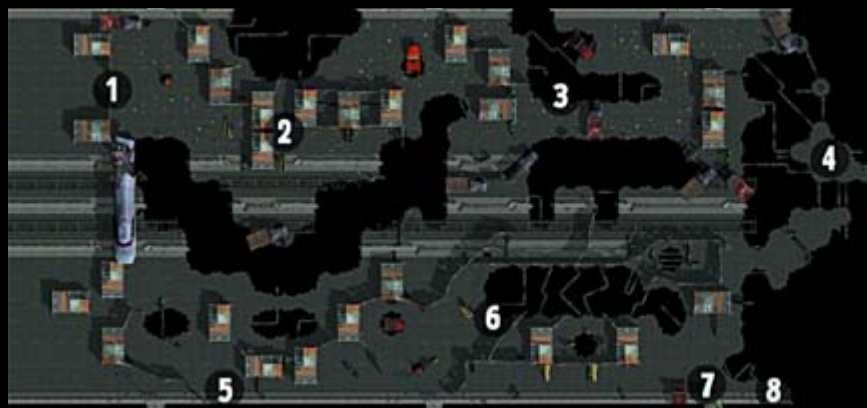
Once you've earned some caps and stocked up on supplies, go east to find Giese. [4] Giese is a former engineer who still enjoys tinkering with junk. He'll offer to make you some "custom hardware," if you bring him junk and a few caps.



Walk to the northern side of the bridge. Use the save game console [5] and open the gate to the east. [6]



BRIDGE TOWN



Step through the next toll booth. [1] From here on, few Ghouls are interested in chatting. You're in enemy territory, so be ready for anything.



Follow the collapsed bridge to the edge, then look for the small alley leading north. [2] Hop the sewage pipe, and head east.



Continue east until a truck blocks your way. Look to the left of the truck for a pipe that stretches over the gaping maw. [3] Your expert platforming skills are about to be put to good use. Tread to the end of the pipe. Now, jump to the other pipe.

LOS: THE BRIDGE



Follow this until you reach a longer pipe, but be on the lookout for a trigger-happy Ghoul stationed on top of a red car. Use your ranged weapon to cut him down. Keep moving and jump the overturned barrels.



Use the network of pipes to cross the collapsed section of bridge.



Take a breather at the small island [4], then collect some supplies and head back to the bridge.



Use the save point here. Follow the path west and get ready to take the bridge by inches.



Ghouls are everywhere, taking potshots at you. Keep an eye out for supplies in the corners, hidden behind Ghoul outposts.



Eventually, a fence stops you. Follow the fence to the south and jump over the sewage pipe to head east. [5] Use the save console here before trying to cross the huge hole punched through the bridge.



Carefully jump from pipe to pipe [6], working your way across the maw, and occasionally hop on to the bridge to take out Ghouls and pick up supplies, from discarded footlockers.



Once safely on the other side, go west and clear out the rest of the savage Ghouls. Backtrack to the south side of the bridge.



The stairs to the docks are right here [7], as well as a save console. Save your game, but before rushing down to the waterfront test your faith.

LEAP OF FAITH

There's a secret area to the east of the bridge, but the path to it is invisible. The hidden bridge is to the east of the save game console. (Save before attempting this.) Stand at the edge of the bridge, then jump beyond the save point. [8]



If you did it correctly, you're now hovering in midair. The invisible path is quite narrow, so use your map and compass to guide you directly east. Try to line it up perfectly, or you'll take a flying belly flop into oblivion.



A piece of the bridge will appear to the east. Head for it. Follow the bridge to another save game console, then get ready to jump the pipes again. On the other side of the pipes is an island full of Ghouls.



Leap over the barrels and start smashing Ghouls.



There are a few stragglers by the rusted truck in the corner, guarding a footlocker. [9] Clear out those Ghouls, and open the locker. Jackpot!

Backtrack to the main bridge, save your game, then take the stairs to the docks.

MULTIPLAYER TIPS

If you thought picking off malicious Ghouls in Los was fun alone, wait until you try it with a second set of hands. While you cross the creaky bridge, the other player can use a Rifle to pop the Ghouls that volley shots at you from asphalt islands. Play fair when it comes to sharing the caps and weapons found on the bridge.



Should one player croak, restore them by using a save game console.



Taking on Hieronymous' gladiator pit alone can get hairy after a few levels, especially when the toxic Ghouls come out to play. With two players, you can rack up extra experience points and level up much faster—and without using as many Stimpaks.



Cross the pipes spanning the gaps together. If one player lags behind, there's a chance the player in front won't be able to complete their jump causing them to plummet into the abyss; and then you have to backtrack to the last save game console for a quick undead fix.



LOS: THE DOCKS



DOWNTOWN LOS, THE CITY WHERE THE DEAD DON'T STAY BURIED, SPIDERS COME OUT INTO THE DARKNESS, WITH PACKS OF BLOODTHIRSTY GHOULS HIDING IN THE SHADOWS, WAITING FOR THEIR PREY. IN SUCH HOPELESS TIMES, EVEN GHOULS NEED SOMETHING TO BELIEVE IN, AND THE DOCKS PLAY HOST TO THEIR SPIRITUAL CENTER—A BIZARRE FAITH BUILT ON THE BELIEF THAT DEATH IS HARDLY THE WORST THING LIFE CAN THROW AT YOU.



BELOW THE BRIDGE



Use the nearby save console [1], then attack the few Ghouls in the immediate area. To the north are some supplies. Start out southward, moving around the bridge's support columns.



To the west, behind the massive crate, is an ice chest full of supplies.



Break open the crate beneath the hanging man for more goodies.



Continue south. Loot the old ice chest to the south of the two derailed train carriages. [2]



From here, you can look down at the lower docks. Start moving west.

UPPER DOCKS



The upper docks are crawling with Ghouls. Head south until you reach some giant crates. [3] Bash them to pieces, but expect a Ghoul attack.



Follow the path as it curves north, and break down the next set of crates. [4]



Use the rail lines as your guide. Follow them north until you reach a fence. There's a section missing, likely melted away by the toxic waste that spills out everywhere.



Before heading into the radioactive swamp [5], turn opposite of the fence. Go down the small alley and, after you dispense with the sole Ghoul, open the chest to find Harold's missing arm. [6]

TOXIC SWAMP



Pass through the hole in the fence and start moving north-west, hopping from one island to the next. Make sure you don't dip even a toe in the waste.



You'll reach the backside of a building, adorned with a pair of red doors. [7] Pass through the doors, then through another set of doors.



Before entering the next building, break open the crates to uncover supplies. Enter then building. Save your game, then exit through the doors opposite of the console.



Start heading southeast. Ghouls spring up from the toxic pools, so be ready with a Stimpak and your melee weapon. On the other side of the swamp, pass through the next set of red doors.



Enter the room where the Ghouls are torturing a couple of humans and take them out. [8] Pass through the doors on the wall, next to the hanged man.



Trudge northwest, back across the toxic spills, until you reach another save point. [9] From here, head south until you reach the rail line.



Travel along the lines. They first lead west, then turn south. Take out the Ghouls as you go, and look for supplies hidden in corners and chests.



The rail line ends at an old turnstile, the entrance to the Warehouse District. [10]

Fallout BROTHERHOOD OF STEEL

PRIMA'S OFFICIAL STRATEGY GUIDE



WAREHOUSE DISTRICT



Once you save your game [1], start moving west.



Be wary of the long puddle of toxic waste. Giant rats will leap out of it with no notice. They're easy to kill, but coming in contact with them poisons you.



Turn northbound at the corner and jump over the pathetic barricade [2] the Ghouls erected to slow you down. Start bashing the Ghouls in this area, then dart down the alley to the west.

LOS: THE DOCKS



As you pass between the buildings, watch out for attackers.



Another long puddle of toxic waste. Head north, past the sludge, and hop over the next barricade.



Use the next save game console [3], then go for the building to the south-east. Pass through the red doors. [4]



Move from room to room—passing the first set of red doors you see—until you reach the locked red doors. The Ghouls on the other side will open the door for you. This is your first encounter with laser-bearing Ghouls, so take them out quickly. Lasers do far worse damage than bullets or clubs.



Double back to the red doors you passed. [5] Exit the building and use the save point. Take the narrow alley to the north.



An overturned car blocks your way, so move down the eastbound alley. [6] Enter the next building.

THE CHURCH



Try to open the locked doors to the east. This will prompt the Ghouls inside to open them for you. Wipe them out and take their supplies.



Head into the large room to the north, the main hall of the Ghouls' makeshift church. Dodge the Ghouls' laser beams, and clear the room out, pew by pew.



The altar at the front of the room, behind the statue, is really the switch to open the doors to the north.



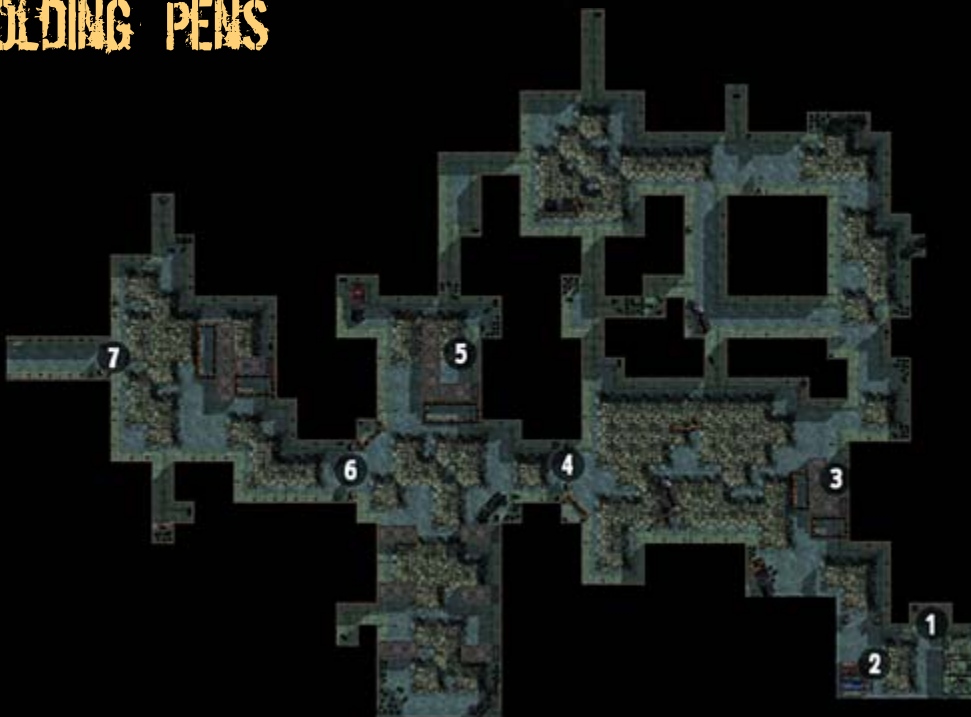
Exit the church and scoot down the alley to the right. The footlocker at the end contains Harold's missing toe.



Use the exit to the west [7] to reach the Holding Pens.



HOLDING PENS



TRADER GHOUL



Use the save console [1] before talking to Salieri [2], the trader Ghoul. He'll do business with you, as well as offer you another chance at the gladiator games. It's a good way to earn caps, and by now you should have far better weapons.

Talk to Salieri about how familiar he looks, as he will give you a package to take to Hieronymus, his brother on the surface.



Take the package and backtrack to the main bridge via the stairwell you passed earlier. While you're up there, return Harold's missing pieces. Harold rewards you with caps, which you can use to buy supplies from Hieronymus.

Give Hieronymus the package. He rewards you with caps and experience points. Don't trade with him, though. You're about to get a better deal elsewhere. Return to Salieri's shop below.

Salieri is pleased you delivered the package for him and finally cops to the contents of the package. It was a bomb. With Hieronymus out of the way, Salieri is now the sole proprietor of weapons and ammo in Los. As a reward, he offers you a discount on all of his goods.



HOLDING PENS



Leave Salieri and head north to reach the pens, where the Ghouls are keeping humans captive. You need to free these poor people. Not only is it the right thing to do, but each freed human is also worth experience points.



The gates are locked. Turn south and approach the huge crate. A small pack of Ghouls is holed up here. Take them all out. One of them has the key to the pens. [3]



Start opening the pens. Enter each cell and talk to the people to let them know they can safely leave.



There is another locked gate to the north. [4] One of the nearby Ghouls has the key, so mow them down until you find it.



Nail the two Ghouls guarding the switch in the corner, then head into the next zone.



As you step through, Ghouls guards will open fire on you from the sides. Take them out quickly. More humans are incarcerated to the west, but the key is to the east. [5]



Strike down every Ghouls by the toxic puddles to get the key.



One of the monsters also has the key for the exit gate, so don't stop smashing Ghouls until you have both.



Return to the pens in the west and start freeing prisoners. The guards are well armed, so take them out before they can kill any humans.

Once you free all of the captives, head to the west. Smash the crate here to get the junk Giese needs to make you a weapon.



Head north to the church doors [7], passing the toxic waste pools.



Continue north, blasting Ghouls as you go. Zap all of the Ghouls here, take the key, and exit through the gate. [6]



One of your brother paladins is being held captive in the Church ahead by Blake, the Ghoul Priest. Helping him might cement your entry into the Brotherhood.



Enter the church [1] and go to the paladin's aid. [2] The knight, Rhombus, tells you that Blake has the key to his chains. That's Blake's cue to enter, center stage. [3]



Blake speaks loudly and carries a big stick. Once you finish jabbering with him, he starts taking swings at you. Fortunately, he's slow. Back off and lock-on to him. Start pumping him full of lead or lasers, avoiding his strikes. While fleeing from his attacks, be careful not to step in the puddles of toxins.

RHOMBUS



Get the key to free Rhombus. Talk to the old knight, who is grateful for your help. The paladin knows the way into the Vault-Tec warehouse in the center of town. The key opens the vault.



The paladin can't just tell you where the key is hidden, though. He must lead you to it, so follow Rhombus as he runs down alleys. The old man still has plenty of kick, but you must keep the Ghouls off him.

Finally, Rhombus reaches the secret stash. Too bad a suicidal Ghoulish figure followed you here. It blows itself up next to Rhombus, fatally injuring the knight. Rhombus gives you the key and

charges you with entering the vault.

Take the key and backtrack to the bridge so you can talk to Giese. Along the way, more Kamikaze Ghouls will attack you. Cut them down as they run for you.

GIESE



Find Giese in the corner of the bridge area. Apparently, the engineer has been keeping a secret. He used to live in the Vault. Flash him the key, and he'll tell you how to enter the Vault-Tec warehouse.

Return to the docks via the stairwell.

WAREHOUSE



Start moving southeast to reach the Vault-Tec warehouse, marked by the shiny letters "VT" on the side.

Use the alley to the east to reach a small courtyard. It turns out Giese's secret entrance isn't much of a secret.



Several Ghouls are getting thumped by massive mutants here, so blast them all.



Use Rhombus' key on the door to the east. Enter the warehouse, if you dare.

MULTIPLAYER TIPS

Blake, the leader of the Ghoulish cult, is one tough hombre. With that massive stick, he can knock you on your rear end without batting an eyelash (Provided he has any left.). Take advantage of having a second player to bring the Ghoulish figure down quicker. Work smarter, not harder.



One player needs to volunteer to be the bait for Blake's ire. Run around the Ghoulish figure, daring him to lash out with his stick. The other player just needs to dart behind Blake and open fire. Using the tag team method will bring him down quickly.



One of Rhombus' rare patient moments. Try to keep up with the old man as he takes damage from ghouls just like you do. Stick together, because if one player lags behind, Rhombus can get too far ahead and find himself cut down by a Ghoulish ambush.

LOS: VAULT-TEC WAREHOUSE

ENTRANCE



As soon as you step into the warehouse, save at the console. [1] There are no enemies here to contend with, so break open the crates for supplies, and equip any new weapons you find.

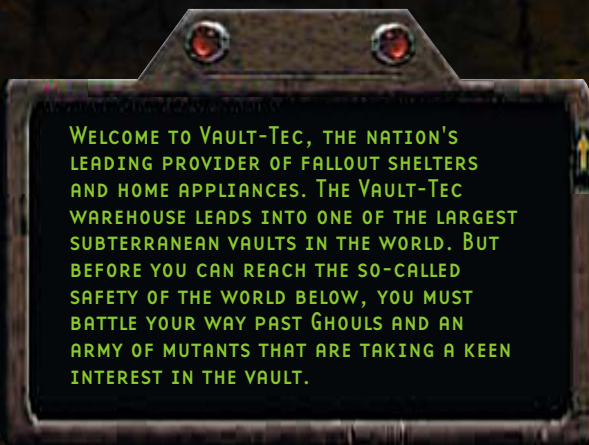


When you're ready, open the large door to the north. Just beyond, several Ghouls are trying to hold off some Mutants. Take advantage of the chaos to take them all out.

GARAGE



Two towering Mutants are ready to stomp on you when you pass through the next door. Keep back and bring them down with your ranged weapon.



VAULT-TEC WAREHOUSE



LOS: VAULT-TEC WAREHOUSE



After you beat them, take the door to the west.



The next area is crawling with Roaches. Some are out in the open, but many are hiding in crates.



Head north until the way is completely blocked by crates and pallets. [3] Along the way, Mutants will assault you. Finish them off, then check all of the crates for weapon upgrades. Open all the lockers, then head back to the first garage area. Take the other door. [4]



Check the southeast corner for supplies, but be ready to deal with Roaches, too.



Pass through the door, then move north until you reach the other rolling garage door.



Beware. As soon as you pass through this door, the Mutants on the other side of the window bay will start unloading their guns at you. [5] Run as fast as you can to the left.

There's a door right there. Open it, and return the favor to the Mutants inside. Check the room for any gear, then move out.



Glowing Ghouls are in the room to the left. Be careful of them, as one touch is toxic. Instead of rushing in, shoot the Ghouls through the windows. When all that's left of the Ghouls is a pile of glowing bodies, enter the room and check the cabinets for supplies.



Just past the explosive barrels is a weak spot in the wall. Blow the barrels and pass through the opening. [7] Use the save point in this room and exit through the next set of doors.



A giant mutant is stationed at the end of the corridor. The room next to it is brimming with glowing Ghouls. Take care of the mutant first, then mow down the Ghouls.



Look for the discolored spot on the west wall. [8] Break it down and take care of the mutants waiting for you.



Exit the garage area via the stairs. [9]

OFFICES



When you walk into the warehouse offices, you see a Mutant not playing well with others. The object of his irritation? A generator. [1] Smash the Mutant before he does permanent damage to the power supply, then pass through the door.



Walk down the hall until you reach another rolling door. The next room is infested by Roaches, but the little critters are actually useful this time. The Ghouls have heavily mined the area, and the skittering bugs have a tendency to set them off. Enter the area, then stand back and allow the Roaches to do the dirty work.



Once the Roaches have carved a safe path through the minefield, cross it. Save your game at the console to the south, then head through the rolling door. [2]

MUTANTS AND MINES



The next area offers a potent cocktail of landmines and crazed mutants. Be careful where you walk, and have that ranged weapon ready to keep monsters at bay.



Work your way to the northern wall and use the door. [3] More mutants and mines are on the other side. The mutants fire at you from behind the windows, so hurry past and try to shoot at them from an angle. Use the save game console at the end of the corridor. Open the rolling door and step through.



The queen of the Roaches is waiting for you. She's not very strong, so cut her down with your melee weapon.



To the west is another set of doors, and past that is the revolutionary new Shop-Tec system.



The motorized trader lets you buy and sell supplies, so stock up on Stimpaks. You're going to go through a lot of them a few rooms down the hall.



If you're low on cash, seek out the nearby Mutants. They usually carry some spare caps.

LOS: VAULT-TEC WAREHOUSE



Head back to the previous room. You could use the elevator at the northern end of the room to reach the vault [4], but the power is off. You need to find the generator. Go through the rolling door to the east.



Enter the first room on the right. Hit the Mutants hard and fast, then head east.



The next room holds the back-up generator, but it's also home to a

bunch of bugs. [5] Take out the Roaches, then activate the back-up generator.



Head back to the elevator, which is now operational. A swarm of Roaches try to stop you from escaping. Keep pumping yourself full of Stimpaks and swat the bugs with your melee weapon. Once the bugs are gone, the elevator returns—listen for a “ping,” then ride it down to the basement.



BANG-BANG



Fallout BROTHERHOOD OF STEEL

PRIMA'S OFFICIAL STRATEGY GUIDE



You're almost to the vault. There's a save game console just outside the elevator shaft. Use it. [1]

The vault entrance is just on the other side of the next room [2], but there's a small matter of eight machine gun cannons—all aimed at you.



There are eight cannons lining the walls of this room. The vault door won't open while the cannons are functional, so you must deactivate all eight.



The rocket launcher is a great way to stop them, but if you're out of rockets, you can use your guns. It will take a long time to blast them, and you'll go through lots of Stimpaks.



There is another way to disable the cannons. Break the windows along the walls. Fire at the generators on the other side of the wall. [3] If you fill them with enough lead or laser beams, the cannons will shut down.



As soon as you disable the cannons, the vault locks disengage, and you can safely pass into Vault-Tec's industrial-strength fallout shelter.

MULTIPLAYER TIPS

The Vault-Tec Warehouse is a dangerous place to be alone. With Mutants and Roaches everywhere, it's good to use the buddy system.



Somebody spread mines in some of the darker passages in the warehouse. Fortunately, the erratic nature of the Roaches means they'll set off most of them. However, this can also start a chain reaction, detonating mines until the ones at your feet go off, too.



The turrets that guard the entrance of the Vault can cut you down in an instant. If one player has more health than the other, send them in first and try to take out the power generators behind the windows. While the guns are turned on the stronger player, the weaker character can try to take a few shots at the turrets.

VAULT: RESIDENCE

DESCENDING INTO THE CAVERNOUS FALLOUT VAULT, YOU ARE TAKEN ABACK BY THE STERILE PARADISE THE VAULT-TEC EMPLOYEES TRIED TO CRAFT FOR THEMSELVES. LUSH, HANGING GARDENS PROVIDE FRESH AIR, LIBRARIES MAINTAIN THE HUMAN RECORD (OR WHAT'S LEFT OF IT), AND GATHERING SPACES OFFER SOCIAL INTERACTION FOR THE SURVIVORS.

BUT SOMETHING'S NOT RIGHT. THERE'S SOMETHING DOWN HERE. SOMETHING THE MUTANTS WANT ENOUGH TO MERCILESSLY SLAUGHTER EVERYTHING IN THEIR PATH TO GET. AND IF YOU WANT TO HALT THE ADVANCE OF THE MUTANT SPECIES, AND ENSURE THAT HUMANS STAY AT THE TOP OF THE FOOD CHAIN, YOU BETTER FIND IT FIRST.



RESIDENCE ONE



Fallout™ BROTHERHOOD OF STEEL

PRIMA'S OFFICIAL STRATEGY GUIDE



As soon as you step into the vault, use the save game console.



Use the console in the northeast corner [1] to open the doors. Press both the left and right buttons. Use the door to west, then head north.



A laser gate halts further progress, so cut down the corridor to the right. Continue down the passageway and enter the room with the open door.



Kill the mutant and activate the control column in the corner. [2] Make your way back to the main hallway and pass through the deactivated laser gate.



Kill every mutant you find traveling through the residence areas, even the one in the toilet. Leave no mutant behind.



Continue until you reach the park, noted for its greenery in an otherwise sterile, techno environment. A swarm of mutant Roaches has taken over the place. Exterminate them, then head south, as you cannot yet open the door to the north. [3]



Use the unlocked door. [4] This sector of the residence area is alive with mutants and Security Robots. After you cut them all down, follow the corridor until you reach the crossroad. [5]



Mutants and Robots are in the middle of a fierce struggle. Wait for them to whittle down their numbers, then finish off the rest. Broken Security Robots often leave behind computer parts. Collect them.



Head north until the passage spills into a large room. Use the save console in the southeast corner. Start clearing out this room and head for the northern wall.



Use the northern door to enter Residence Two. [6]

RESIDENCE TWO



Use the save game console here [1] before taking the door to the north. Several mutant Roaches have nested in the second residence block, so be on the lookout for anything that moves.



You'll soon stumble on a large table. [2] Check the table for a clipboard, and read the message about the system malfunction in the residence library.



Pass the table. Several data tape shelves block your route. Use the console, and push the left and right buttons to move the shelves.

Fallout™ BROTHERHOOD OF STEEL

PRIMA'S OFFICIAL STRATEGY GUIDE



Malfunctioning shelves block your path here. Use the console, but press the middle button first. Then press the right button to clear the way.



Follow the long corridor, fighting Roaches as you go, until you come to another series of shelves. Use the console and press the C button, then D.



You're now standing in the library. There are three rooms to the southwest, all blocked by data tape shelves. [3]



Look for the blue-hued room to the north of these blocked rooms. Check the body here for another clipboard. [4]



Head northeast to yet another series of data tape shelves. [5] Activate all of the shelves, so they're at the bottom of the screen, to open the one of the smaller rooms to the south.



Run to the newly opened room and collect the keycard. [7] If you like, you can open the other two rooms and search for supplies. Retract all of the shelves to open the next room.



To open the final room, imagine the shelves as binary code. Arrange them in this sequence, from left to right: 110100100. (1 is extended, 0 is retracted.)



With the keycard, open the door to the west and return to Residence One.

RESIDENCE ONE



Return to the central park. Head for the locked door to the north and open it with the keycard. [7] There are some bugs waiting for you.



Head down the corridor to another park, which is occupied by mutants and a Super-Mutant Lieutenant. Take them out, then head north to reach the third residence block.

RESIDENCE THREE



The lights are low in here, because a malfunction is affecting the power. Several of the doors are locked, too, affected by the energy problem.



Use the save point in the next room [1], then head east.



There are several mutants along the way. Cut them down and start heading southwest.



The room here is locked, but you need to use the control panel behind the door. [2]



Continue east through a series of chambers, use the save console [3], then turn north. You'll head west, past a locked door with a horde of Security Robots behind it. Keep moving down this corridor until you reach a room full of computer equipment.



Check the ring of consoles. Zero in on the flashing red light and activate the button. [4] This restores power to the facility.



Before heading back the way you came, check the small room to the northwest for supplies.

Fallout™ BROTHERHOOD OF STEEL

PRIMA'S OFFICIAL STRATEGY GUIDE



Head back down the corridor, but be ready for the Security Robots. Restoring the power unlocked the door holding them back.



You must get back to the room with the control panel that was locked. But the hallways are now booby trapped. Laser gates criss-cross the passageways. If you touch one, it will kill you instantly. [5]

Fortunately, the laser gates aren't yet fully functional. They blink on and off, so you must time your movements to safely slip through. Also look for gates that don't completely turn off. Sometimes, the lower laser is always active, so you must jump over it.



After you pass the laser gates, unlock the small room. Use the control panel in here to activate a tiny Robot. [6]



You now have full control over this little Robot, but be careful—it can't take much of a beating. Should the Robot get wrecked, a new one will spawn where the original one started.



Scout the little Robot under the laser gates you just came through.



Head for the room directly across from the one that contained the mass of Security Robots. [7] Head west and zip under the unblinking laser gate.



Watch out, there's a mutant right there. However, he's pretty stupid, so just lead him into the laser gate. There are a few more mutants around that will fall victim to the same ruse.

Once the mutants are gone, head down the corridor to a small room full of computer banks.



Look for the flashing red light. [8] Zoom over to that bank and press the action button to deactivate all of the laser gates. Control then returns to your character.

Take off for the spot where your little Robot buddy deactivated the laser gates. Pass the Robot, then head for the room to the north.

VAULT: RESIDENCE



Use the control column here [9] and backtrack along the corridor. When you reach the room with the deactivated, single laser gate, turn north.



Work your way through the series of rooms here, clearing out mutants and Security Robots. The final door spills out into the residence hub, but it's locked.



Check the black control podium behind you. [10] If you activated all the control columns, the platform is low enough for you to jump on. Hit the switch here and enter the hub. [11]



There's blood everywhere. [1] Save your game, then take the passageway to the north. You enter a large room, full of computer terminals. Another black control podium sits in the center of the room. Walk around the podium to meet Attis. [2]



Fallout BROTHERHOOD OF STEEL

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Attis is a mutant General, and he packs enough firepower that he doesn't need the army he's got with him. Attis isn't terribly difficult to defeat, but the peanut gallery isn't helping the situation. Look for the control console [3] in the northeast corner of the room. Press the button to reprogram the Security Robots to fight on your side. To unleash a Robot, use the terminal to the south.

Just when you think you've beaten Attis, he starts playing dirty. His mutant thugs overtake you and Attis lops off one of your arms to keep as a souvenir. He then hurls you into the abyss. [4]

MULTIPLAYER TIPS

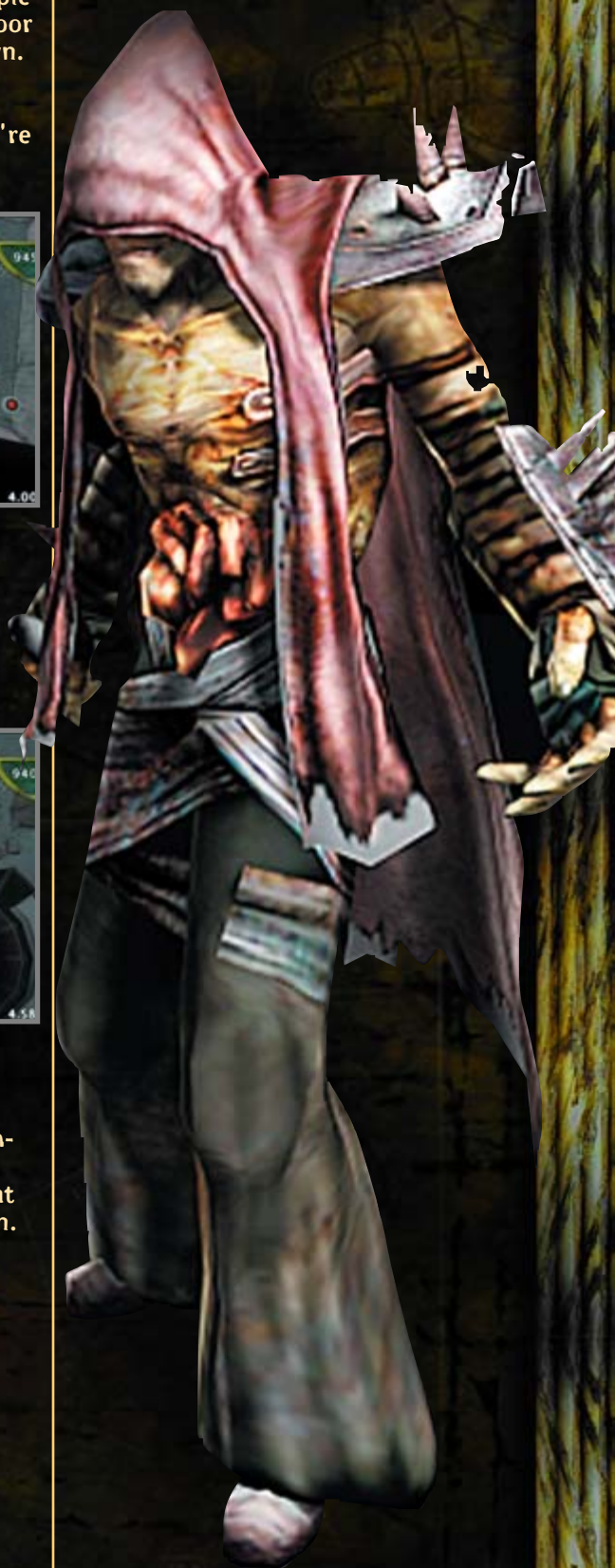
There are a couple rooms within the Vault that require two people to open. On each side of the door is a switch that must be thrown. One person cannot do it, so if you want to get your hands on the booty behind the door, you're going to need a second body.



The first two-switch room is in the far corner of Residence Three. Have each player grab a switch and throw them at the same time. The door will now open.



Several Mutants are waiting within. Deal with the savages accordingly and make for the treasure. Your reward for teamwork is a few thousand caps, which will go a long way to that Laser Rifle you had your eye on.



VAULT: GARDEN

ATTIS JUST HURLED YOU INTO THE DARK RUINS, WHICH ARE OVERRUN BY RADSCORPIONS, WITH ONLY ONE ARM AND A SEVERELY BLEEDING GASH WOUND. FORTUNATELY, A LITTLE GIRL NAMED MARY, HAPPENS UPON YOUR BODY AND AGREES TO LEAD YOU TO THE LAST BASTION OF HUMANITY IN THE VAULT.

THE RUINS



You must follow Mary through the maze of ruins. Because of your injuries, you're incredibly slow and steadily losing health. Mary gives you some Stimpaks to help, but you'll need more than her stash to survive.



There is a Shop-Tec in the next room where you can buy Stimpaks for the journey.



Mary takes off, but if she gets too far ahead, she waits for you.



As if the wound isn't enough to slow you down, Radscorpions attack from every angle. Smash them and continue following Mary until you reach the last door.



MEDICAL BAY



When you wake up, you're feeling much better. The humans have completely healed you—and they've grafted a brand new arm on to your body.



Talk to Patty in the corner [1] to learn about their plight. She knows the mutants are coming, and she asks you to help them escape before it's too late. She needs you to escort a technician to the system that controls the vault's ventilation shafts. She gives you her access card to get you started.



MEDICAL BAY



Head north from the medical bay to meet Ching Tsun, the vault's weapons engineer. [2] Stock up on supplies and ammo, and buy any special weapons he may have.

NOTES

If you speak to Ching again, he'll ask you to collect computer parts. Sell him any parts you may have for some extra caps.



Next to Ching is Calix, the vault's central computer system. [3] Calix is more than happy to answer your questions about the vault.



Exit the room and head west until you reach an airlock. Open the lock and enter the garden.



Take the passageway to the northeast until you reach another airlock. Pass through this door to enter the facilities. [4]

MULTIPLAYER TIPS

The Garden is sort of your last break, your final respite before diving into the foulest depths of the Vault. Make sure you talk to everybody, get the required keycards to use the doors in the park plaza, and clean out any remaining Mutant infestation.



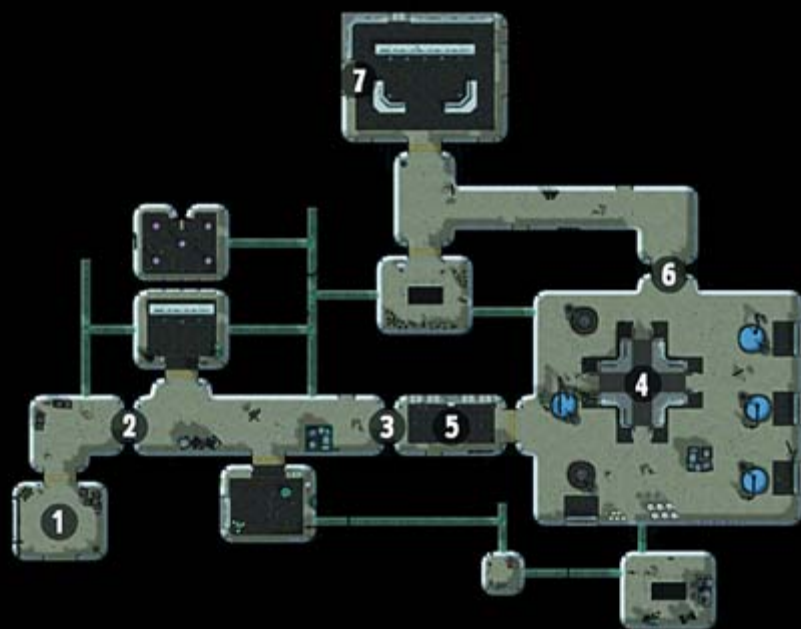
Be sure to stop by Tsun to wheel and deal for sweet weapon upgrades. If one player has collected way more caps than the other, this is a good time to share. Buy whatever Stimpaks and weapons you can afford and split them evenly as the road ahead is the one of most resistance.

VAULT: FACILITIES

VAULT-TEC CERTAINLY HAD SECURITY AS PRIORITY ONE WHEN THEY BUILT THIS VAULT. SECURITY ROBOTS AND LASER GATES WERE DESIGNED TO SLOW DOWN INTRUDERS, AND IF YOU WANT TO GET THE TECHNICIAN TO THE COMPUTER ROOM WITH ALL LIMBS INTACT, YOU'LL NEED TO SUCCESSFULLY NAVIGATE THE TREACHEROUS HALLWAYS.



FACILITIES ONE



The technician is waiting for you. [1] Use the nearby save console, then open the door.



A spark-spitting Tesla Robot is patrolling the next room; take it out before it can attack the technician.



NOTES

Should the technician meet an unfortunate end, a replacement technician will be waiting for you where you met the first one.



The technician sticks to you like glue, so pace yourself. Eventually, you reach a laser gate. [2] Apparently, the technician is not into finding alternate routes, as he asks you to deactivate the laser gate.



Take the narrow hallway to the north and follow it until you reach a small room with a computer console. Use the door here and head east. Robots are everywhere. Because the technician will walk through here, you must take out all of them.

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Head to the other side of the laser gate and deactivate the beams. The technician will then join you, at least until you reach the next laser gate. [3] Double back and take the door in the southern wall of the passage. Take out the Robots here.



Follow the service corridor to east, jumping over steam bursts. You'll reach a huge room full of Security Robots. This is one of the Robot factories.



Find the fabrication console in the center of the room. [4] Shut down the factory by turning off the three active consoles, then finish off any remaining Robots. Take the door to the southeast.



Deactivate the laser gate and rejoin the technician. More Security Robots arrive—take them out quickly before they hurt the technician. [5] Head for the large room.



Follow the technician to the door to the north of the room. [6] Open the door, destroy any Robots, then continue on with the technician.



The technician will begin his work. You must keep the Robots at bay while he works on the computer consoles. Always stay close to the technician, never stray too far to chase a Security Robot. Chances are, another unseen Robot will swoop in and hurt the technician.



The technician finally deactivates the Security Robots via the computer and unlocks the door to the east, which leads to Facilities Two. [7]

FACILITIES TWO

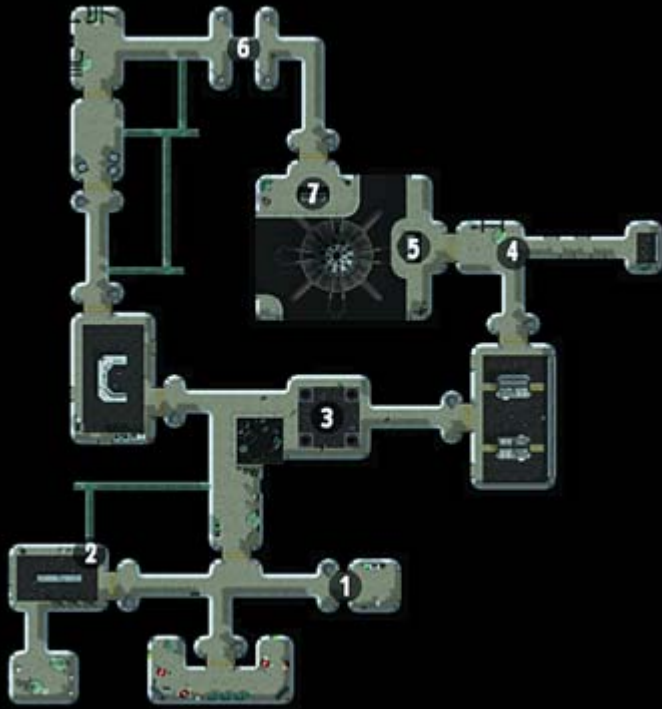
The technician alerts you that you must find two circuit breakers if you want free passage through the rest of the facilities.



Try opening the door to the west. [1] It's locked, but the technician thinks he can open it for you. Get ready to start blasting, because there are Robots on the other side. Continue west until you reach another door. Open it and use the save console.

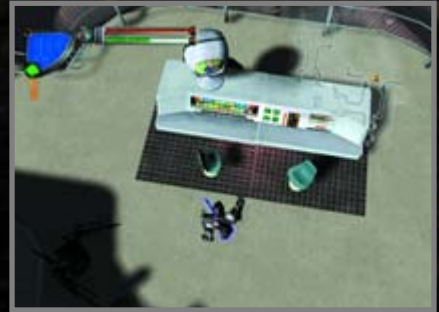


FACILITIES TWO



You'll reach a T-junction. [4] Head east, but be ready for the Security Robots to emerge from their production bays. Take a few out as you go, but to solve the problem, you must shut down the production facility at the end of the corridor.

Double back and knock out any remaining Security Robots, then continue west. Open the door.



Use the control consoles in here to fix the first circuit breaker. [5] Now, backtrack to the room with the four cannons.



Head west and open the door. The northern door is locked, but the technician unlocks it for you. Watch out for the Robots in this room.



Take the narrow passage north, then head northeast. [2]



Four cannons, just like the guns that guarded the vault doors, immediately spring into action. [3] Smash the cannons

and head east until you reach another door.

As soon as you enter the next area, the lights fail. The technician says he's on it.



When the lights come back on, a Security Robot is next to you. Destroy it, and the rest of its kind, before going through the door to the north.

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Exit through the unlocked door, and start moving north. Pass through the sets of doors, then turn east.



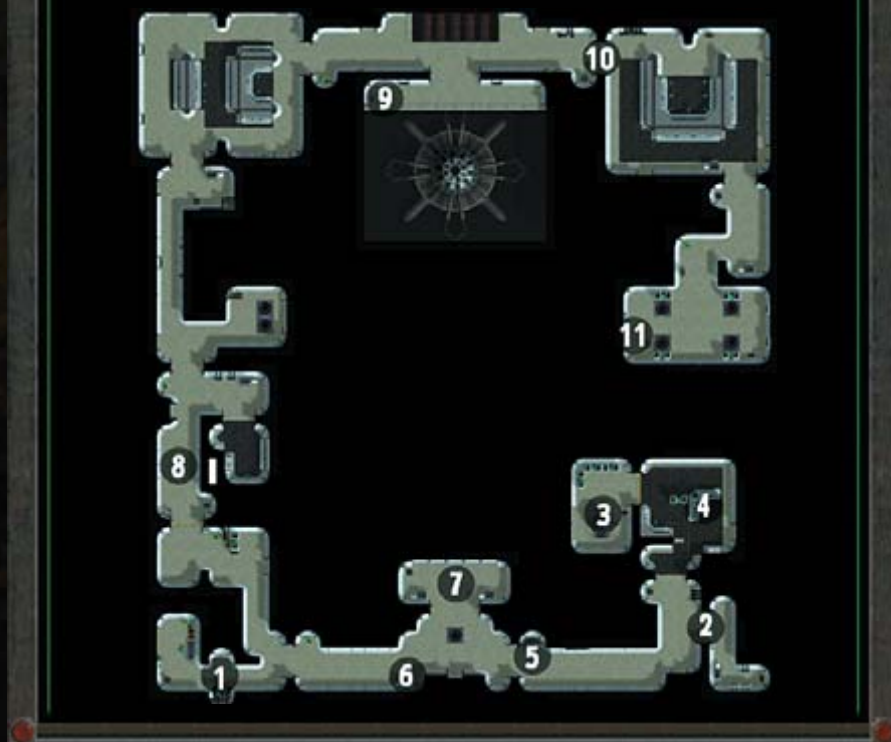
Electricity crackles through the air in here. [6] Carefully avoid the blue bolts and fix the second circuit breaker. [7] Now that you've helped out the technician, backtrack to the beginning of this level, and exit into Facilities One.

FACILITIES ONE



Backtrack to the room where the technician is. Use the door to enter Facilities Three.

FACILITIES THREE



Use the first save game console you see. There's a broken Shop-Tec vending machine to the east. [1] If you locate the spare parts on this level, you can fix it.



Take the corridor to the east. It leads you to more Security Robots and a cannon. The next door is locked. [2]



Look for the computer core to the northwest. [3] Activate it. Congrats, you just switched on all the laser gates.



Use the computer console in the room to deactivate the next laser gate. [4].

VAULT: FACILITIES



Enter this area and activate the console to the east to shut down the laser gate blocking the west passage. Head down that corridor.



Eventually, you reach a new kind of laser gate. Touching one of these green beams signals a Security Robot to rush to the area.



Use the computer console in the next room to deactivate the laser gate here. [5]



Enter this side pocket [7] and use the eastern console, shutting down the gate to the locked room to the east.



Head to that room and use the computer console. Return to the side pocket and use the western console, then activate the eastern console. This shorts out the laser gate to the west.



Head northwest until you reach a series of green lasers. [8] They're malfunctioning, blinking on and off. Time your movements through the laser to avoid any unwanted Security Robots. However, the lasers will shut off if the beams are broken several times.



Use the console in the next room to deactivate the laser gate.



Take the passageway to the north until you get trapped between two red laser gates. Security Robots start filing down the hallway. Once you destroy all the Robots, the beams shut down.



Continue north and use the next console to switch off the laser gate.



Look for the console in the next room that deactivates the next laser gate. Move east until you find a small area. Use the console to deactivate the laser gate.

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The parts to repair the Shop-Tec are in here. [9] (If you want, backtrack to the beginning to fix the Shop-Tec and buy supplies, then return to this point.)



Use the save point at the end of this corridor. The next laser gate is malfunctioning. Crouch and slip under the gate when the low beam flickers off. [10]



You must get to the central computer in this room, but a laser gate blocks access to the middle of the horseshoe-shaped console. The console to the south deactivates the laser gate. Enter the central computer bay and deactivate the laser gate to the southeast.



Head down the now-open corridor. Four more cannons are trained on you the moment you enter the room. Smash the cannons and pass through the door to reach the facilities mainframe. [11]

MAINFRAME

You need to access the command console in the center of the room to open the ventilation system, but a special breed of mutants, called Nightkin, will make it difficult.



Nightkin have a unique cloaking ability, rendering them temporarily invisible. Track the transparent Nightkin by looking for telltale blurring on the floor. The Nightkin are armed with traditional guns and electricity weapons.

As soon as you finish off all the Nightkin—and make several trips around the room to verify you didn't miss one hiding in the corner—activate the mainframe.

Now, return to the garden through the door to the west.

GARDEN

If you collected any computer parts, take them to Ching Tsun. Head to Patty near the medical bay and tell her you opened the vents. She tells you that mutants are headed for the laboratory. You need to stop them, but you can only access the lab with a special keycard. And where is that keycard? A scientist lost in the ruins has it.



Before heading to the ruins, stop by Mary. [6] She asks you to keep an eye out for her mother's lost ring.



Now, head to the central garden park and use Patty's keycard to open the door to the west. [7]

GARDEN



MULTIPLAYER TIPS

The Vault is protected by Security Robots and laser gates. Touching a laser equals instant death, so watch your step and time your movements carefully.



Hallways full of laser fences can be tricky to navigate with two players. Stick close together so the person in front can complete a full jump or have enough room to slip to safety before a laser goes active again.



The Nightkin are probably the toughest enemies in the wasteland, as their cloaking devices mean you likely won't see them until it's too late. In areas infested with Nightkin, don't stick close together. Since Nightkin become visible just before they attack, there's a good chance you can get in an attack when they appear to swat your partner.

VAULT: RUINS

THE RUINS STRETCH OUT IN EVERY CONCEIVABLE DIRECTION, DARK PASSAGES SPINNING INTO THE DEPTHS OF THE EARTH. THE WRECKAGE OF LOST HUMANS IS EVERYWHERE, A REMINDER THAT THERE IS STILL MUCH DANGER AHEAD.



RUINS ONE



The first block of ruins is a labyrinth. We've traced the path you need to follow on this map, starting from the entrance. [1] The exit to the second ruins area is in the northwest corner. [2]

If you want to find Mary's ring, it's to the east in this room [3]. Once you have the ring, take it back to Mary for a reward of caps and experience points.





RUINS TWO



Starting from the door from the garden [1], head northwest through two doors. There are many monsters in these hallways, so be ready for them. There's a third set of doors, but they're locked from the other side. [2] Enter the room to the west.



Once you deal with the huge Deathclaw monsters, look for the wall of windows. There is a bank of computers on the other side. [3] The switch for the locked door is next to the computer bank. Use your ranged weapon to flip the switch.



Try to exit the room. The door is jammed. There's a power box along the north wall. [4] Bash it with your melee weapon a few times.



Walk through the open door and enter the next room. The door to the east is locked [5], but bashing the Super Computer 1B in the north-west corner opens it. [6]

As a result of your quick fix, the lights fail and red emergency lights kick in. Exit the room through the eastern door.



Follow the corridor until you reach a save console. Pass through the door here and head for the crater. [7]



This area is infested with mutant bugs. Take care of them, then move west to find the door out of this area. [8]

RUINS THREE



From the entrance [1], head north-east until you reach the Deathclaw nest. Take out the Deathclaw Babies and continue on until you reach the crater edge. [2]



VAULT: RUINS



You'll pass through an area where several humans died. Take whatever supplies you can find, then continue south.

Eventually, you'll reach two radioactive pools, guarded by Deathclaws.



The Mother Deathclaw is not pleased to see you. Take her out, then head northwest, past another nest, until you're in the corner of the cave. [3] Turn east. Stop at the save point and then head south. [4]



Once you take care of the Deathclaws, take the exit to the west. [5]

SCIENTIST FOUND



This looks like a decidedly unwelcome place to be. And, of course, it's where Dubois, the scientist, is standing. [1] Begin talking to Dubois, but your conversation is cut short when the Mother Deathclaw swoops in and swallows him whole. That means the keycard Patty sent you to find is now in the belly of the beast.



The Mother Deathclaw is fast and vicious. She can heal herself by sitting in one of the radioactive pools. [2] Keep on her, striking with your melee weapon. When she heads for one of the pools, shoot at her to lead her back into the fray.

Once you've defeated the Mother Deathclaw, scoop up the keycard. Exit back into Ruins Three and backtrack all the way to Ruins Two.

RUINS TWO



Follow the path back to the exit into Ruins One. Unfortunately, the door is stuck. The alternate route is to the east.

Open the door leading north. [9] When you reach the edge, look for the pipes crossing the ravine. Cross the short pipes jutting out diagonally [10] and continue along the edge of the crater until you reach the next set of rooms.



Look to the east for the door, next to a save game console, that leads back to the gardens. [11]

GARDEN



Uh-oh. Looks like the mutants found a way into the garden. Follow the cow pens around until you reach the park.



Defeat the mutants in the park. Try not to get held up in the water—these mutants are fast.



Head for the door to the laboratory against the south wall. [8]

MULTIPLAYER TIPS

The Ruins are full of massive Mutants and destructive Deathclaws, all with a singular purpose in life: kill. Many of the Mutants are packing serious firepower, so if you want a better chance for survival, you need to cooperate.



The second two-switch room is in Ruins Two, just to the left of the exit. Position one player at each switch and thrown 'em together.



There are no Mutants in this room, but the present threat is just as deadly. There is a series of laser fences that will instantly kill you if you touch them. Fortunately, just the bottom beam is active, meaning you can jump over them. But the space between each laser is tight, so be precise with your jumps.



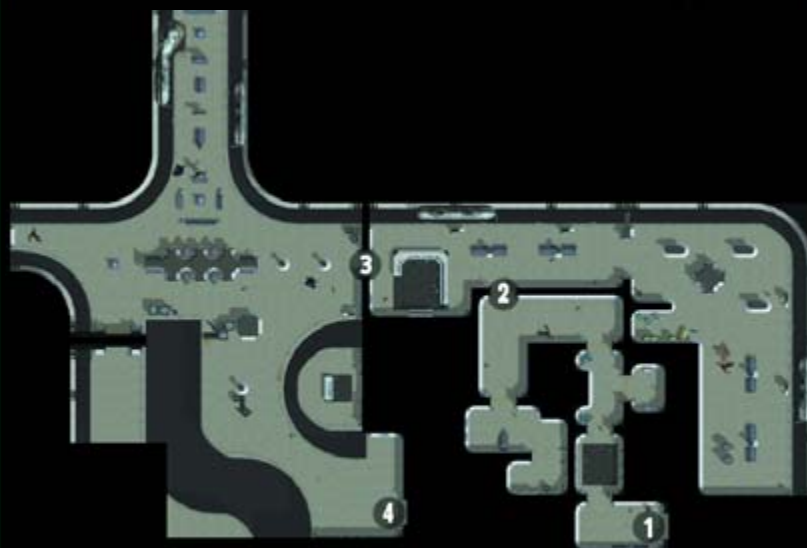
There is another two-switch door here. The spoils are in the footlocker in the corner of the room. Not only will you find caps and rocket ammo, but two pieces of Power Armor—the best, most powerful armor in the entire game.

VAULT: LAB

YOU'RE CLOSE TO DISCOVERING THE TERRIBLE SECRET OF THE VAULT, HIDDEN SOMEWHERE IN THE SPRAWLING SCIENCE COMPLEX. THE NETWORK OF LABS REVEALS THE RESULTS OF HORRIBLE EXPERIMENTS, THE SORT OF SCIENCE THAT LEAD TO THE GREAT WAR. YOU KNOW ATTIS IS DOWN HERE SOMEWHERE, ONE STEP AHEAD OF YOU IN THE SEARCH TO UNCOVER THE ULTIMATE WEAPON IN THE FIGHT BETWEEN HUMANS AND MUTANTS.



LAB ONE



The door to the east leads to a tiny room full of supplies. Collect the supplies, then take the door to the north. [2]



Nightkin lurk in the shadows here, but look for blurring to find them. Follow the hallway until you reach another door heading north.



As soon as you enter the lab, save your game at the nearby console. There is a laser gate to the west. Use the computer console [1] to shut off the gate and pass through.



Head north through another door until you reach a small room with a door to the north and one to the east.



The door opens into a massive underground monorail terminal. Enter the terminal and head west. Pass a huge console and open the door to proceed farther into the terminal. [3]

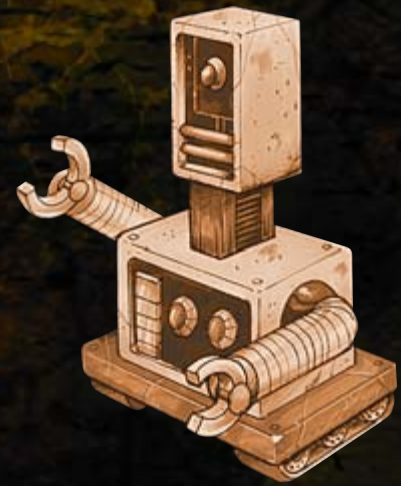
VAULT: LAB



Turn southwest and follow the edge of the terminal platform, past a save console, and to an exit leading to Lab Two. [4] The door is programmed to only open for scientists, which you aren't. Perhaps you can fool the retinal scanner?



The nearby mutant seems to have recently come into some human scientist eyeballs. Smash the mutant and use the eyes to unlock the door.



LAB TWO



Use the save console inside the door and follow the hallway. Pass through the two doors. [1]



Take the door to the west and use the computer console [2] to remotely control a security cannon in the next room. Mow down the neighboring mutants with the security cannon.



Open the door to the north. Use the next door in the northeast corner.



Open the northern door here and follow the passageway until you reach a save point. [3]



Enter the room to the north. Look for the door to the east, but beware of the radioactive vats in the floor. They spawn mutant Roaches.

Follow the path until you find three laser gates holding back Deathclaws. Two nearby mutants deactivate the lasers, releasing the monsters. [4]

Return to the corridor. The Deathclaws and mutants are tearing each other apart. By all means, let them.



Head southwest, killing bugs and mutants along the way, until you find the door to Lab Three. [5]



Head back to the Deathclaw pens. Enter the room south of then pens. Look for the computer console with the dead body draped over it. Lift the wedding ring off the corpse. [6] (The date inscribed on the ring: 9-2-9-2-0-0-1.)

Turn south. When you enter the room, you'll see a mutant getting thrashed by a Deathclaw in the next area. Activate the computer console [7] here to release a nerve agent into the area with the Deathclaw. This weakens the beast.

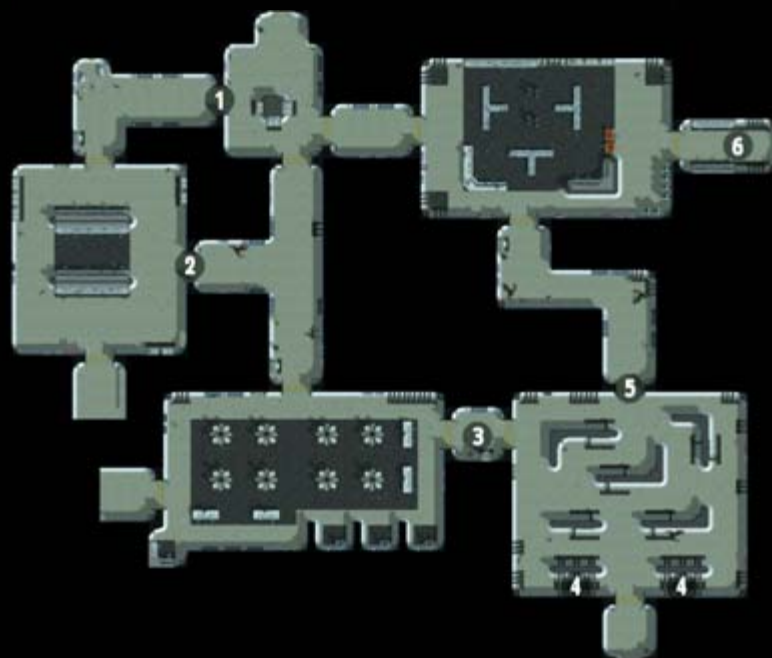


Take the door to the south and finish off the Deathclaw. Inside the Deathclaw's belly is a half-digested scientist. Swipe the keycard from the body.



Head back to the door to Lab Three. Use the keycard with the console. At the prompt, enter the numbers from the ring. 9-2-9. This unlocks the door.

LAB THREE





Head to the save game console. There's a Shop-Tec vending machine to the north, against a pillar.



Open the west door [1] and follow the hallway until you reach a computer console.



Access the computer console to open a robot fabrication program. If you have enough caps, the computer will provide you with a robot helper in the next room. (It's full of mutants.)



Enter the next room. The doors lock behind you. To escape, you must kill all of the mutants in here. This is when your robot helper comes in handy—these mutants are fast and angry.



After you dispatch the mutants, the door locks release. Take the door to the east [2] and follow it around until you reach the next door. There's another computer console here. You can buy another robot helper for the next room.



Again, the door locks as soon as you enter. Wipe out the mutants to unlock the doors. Head east to reach another room like this. [3] Follow the same drill, but look for some raised crates in the southern edge of the room. [4] They contain weapons and supplies.



As soon as the mutants are dead and the doors open, head north. [5] Enter the next room (complete with self-locking doors) and clear out the Nightkin.



When the doors open, take the eastern hallway. On the way to the exit, look for supply crates. [6] One of them contains a Mini-Nuke Grenade, which will prove useful very soon.

LAB CORE

Save your game using the console here. Open the next door and enter the Lab Core.



Cross behind the large computer console in the center of the room to meet Attis again.

Fallout BROTHERHOOD OF STEEL

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Attis is carrying a large energy cannon that does a great deal of damage, but is easy to dodge. What makes him difficult is the cloaking device he lifted from the Nightkin. Use the Mini-Nuke Grenade to take Attis down to 50 percent of his health.



It looks like all you did was make him angry. Attis falls to the floor and begins to mutate and grow even more. When he stands, he's carrying a deadly gun that shears away half of your health with one shot. Keep those Stimpaks at the ready.

Stay on him. When you cut Attis down to 10 percent of his health, he falls victim to his accelerated mutations. He explodes, covering the lab in pieces of glowing, throbbing bio-mass.



Get out of this room. Head back to the door you entered through. The way is blocked by a giant eyeball, pulsing in the heart of a gelatinous mass. Tentacles erupt from the ground. Take them out, then turn your attention on the eye. You can only damage the eye when it's open. Get used to it peeking at you—it reappears a couple of times.



Once the eyes are gone, head for the door. Not so fast. Attis' massive, mutant mouth is blocking the way out. The only way to destroy it is to shoot it when it's open. If you get too close, it will swallow you whole. Sure, it'll spit you out, but with little health left. When you've finished with the mouth, head through the door to Lab Three.

LAB THREE

Attis' pieces are still spreading. Head west, then take the corridor south.



There's another mouth here, blocking the exit. Follow the same pattern here, shooting the mouth when it's open. As soon as you destroy the mouth, save your game and head through the door.

LAB FOUR



Lab Four is also seething with Attis' twisted forms. Poor Patty has been captured by some of the blob. Talk to Patty, who tells you about the decontamination center. Activating the center will initiate a self-destruct sequence.

VAULT: LAB



Unfortunately, it's too late to save Patty. Honor her final wish, that you put her out of her misery.



Head north and use the keycard to open the door. More of Attis' biomass is guarding the decontamination unit in the center of the room. Finish off the brute once and for all.



Activate the system and get ready to run. A countdown slowly ticks away as the vault prepares itself for self-annihilation.



You need to take the monorail out of the vault. Head north to enter the terminal.



As soon as you enter the terminal [1], you see that the clock is still ticking. Head south, then start moving east.



You'll find mutants galore on this level. Take out only those that are absolutely in your way, as time is of the essence.



There's a train waiting for you at the far east side of the terminal. [2] Hop aboard and pray that you make it to safety before the base is vaporized in a nuclear explosion. Some congratulations are in order, as you just saved the last of humankind from Attis' mad plan to increase mutant domination via mass reproduction. A second Armageddon has been successfully avoided...for now.

MULTIPLAYER TIPS

Once you defeat Attis, at least his normal form, you still have to get out of the Vault. This is made quite difficult by the mutating blobs of bio-matter that enshroud doors and block passageways. With two players, though, getting to the surface before the entire Vault goes up in a mushroom cloud is much easier.



The eye blobs aren't terribly troublesome, they just low you down. Quickly slash the tentacles and then turn your attention on the eyeball when it opens. With two guns a-blazin', you should be able to take down the eye.



The blob mouth, though, is a much different story. You can only score damage when the mouth opens up, so one player is going to have to sacrifice themselves for the greater good. One player must run in front of the mouth so it opens. When that player is caught in the mouth's inhalation, the other should open fire. This system will bring the chompers down quickly.



FALLOUT TROUBLEMAKERS

WASTELAND GANGS

The holocaust that enveloped the world as a result of the Great War brought out the worst in humanity, sometimes quite literally. The men that remained men brushed aside their good will and consciences, and formed brutal gangs called Raiders. Those who were unable to get underground before the bombs fell were reduced to Ghouls, shambling shells of rotting skin. And then there are the mutants—massive hulks of muscle, an aborted evolution of man caused by science gone wrong.

They all hate you. They all want to kill you. They're armed to the teeth, with everything from bats to laser cannons, and gunning for your righteous Brotherhood hide. To survive the incessant onslaught, you must familiarize yourself with this gallery of rogues—learn their preferred attack methods, whether they prefer to act alone, and, most importantly, their Achilles' heels. Only then do you stand a chance.

RAIDERS



Raiders are average men, unscathed by the fallout. At least, on the outside. Beneath their skin, in their chests, is a gaping hole where their hearts should be. Instead of banding together to help out fellow survivors, they decided to take advantage of their strength and numbers. They coalesced into vicious gangs called Raiders—an apt name because when they breeze into town, they rob, pillage, and loot. They take until there's nothing left. And then they move on, searching for the next unsuspecting town to burn to the ground.

Fortunately, Raiders are all muscle. They attack without thinking it through, which leaves them vulnerable to a foe with a modicum of gray matter. When a mob surrounds you, try luring one or two around a corner to thin their numbers.

RAIDER THUG

The lowest of the low. These mindless goons serve only to attack Brotherhood characters, and that means you. Fortunately, they haven't been equipped with very good weapons (usually just knives and small firearms) and they wear very little armor.

RAIDER TORCH

These Raiders love playing with fire. They sweep into a town with gas tanks strapped to their backs, and start burning everything in sight. Those tanks, though, are their weakness. They explode if you shoot them, and the resulting conflagration will wipe them out. (This is especially useful if they attack in a horde. Once one gas tank blows, they all start popping like fiery pinatas.) If you're out of bullets when you meet one of these charming fellows, be careful when throwing your melee weapon around. Only hit the Torch in the front, or else you'll go up with the gas tank.

RAIDER SOLDIER

Soldiers are the next step up from Thugs in the Raider food chain. Soldiers are a little smarter, a little faster, and they've been entrusted with slightly better firepower. Some of these Raiders carry hammers, which gives them an increased melee range—so keep your distance.

RAIDER LIEUTENANT

The highest members of the Raiders, Lieutenants are all females. They only carry firearms, like pistols and rifles, and are crack shots. Watch for their grenade attacks, too. Lieutenants are smart enough to track your movement and lob a grenade directly in your path.

GHOULS



Billions of people were trapped above ground when the Great War started. Few survived. Those who did probably wished they died, as now they've become Ghouls—rotting, festering skin bags stretched over brittle skeletons.

Most Ghouls are actually peaceful. The Ghoul city, Los, was a fairly quiet place before "The Church of the Lost" set up camp there. Now, the church has whipped up a sizeable portion of the Ghoul population into a well-armed frenzy. Their mission is to protect the

Vault, and since that's your destination, expect plenty of undead resistance.

Ghouls wear armor. Mainly to keep their guts from spilling out, but it poses a problem for unskilled characters. You must upgrade your weapons if you want to effectively take out Ghouls. And because the Ghouls are in close proximity to the Vault, they've managed to salvage some of the lost technology and turn it into weaponry, like lasers.

GHOU THUG

Ghoul Thugs have been trained to kill anything that doesn't look like a skeleton dipped in yellow wax. And since you have all your parts, expect these Thugs to chase you down. They rarely carry anything more powerful than small firearms.

GHOU KAMIKAZE

These Ghouls are scary. They wander the streets, wearing the latest in Ghoul fashion—the dynamite belt. If they see you, they'll arm the explosive and run directly for you. When they get near you, they explode, doing incredible damage. The best way to deal with Kamikazes is to shoot them the moment you see them, even if you're dealing with a Thug or Soldier. Take the small melee damage instead of risking a major attack.

GHOU SOLDIER

The Church has entrusted these Ghouls with better weapons, like rifles and Flamethrowers. Not only do they carry deadlier firearms, but they're also dressed in better armor.

GLOWING GHOU

Like a nightlight from hell, Glowing Ghouls illuminate the cityscape with their irradiated bodies. You'll encounter these fluorescent foes around radiation pools and sewage pipes. Don't get too close, as one touch from a Glowing Ghoul gives you radiation poisoning.

PSYCHO GHOU

There are few sights stranger than a Ghoul hopped up on Psycho, an addictive amphetamine sold in the back alleys of Los. Psycho turns these Ghouls into erratic, unpredictable freaks. One minute they're still, the next they're darting everywhere, hurting everything in sight. Their increased speed means they can even break your targeting lock.



MUTANTS



Mutants are the result of genetic engineering gone bad. A long time ago, a couple of scientists bottled up a little genetic juice by the name of FEV (Forced Evolutionary Virus), and unleashed it on some unsuspecting candidates. FEV turned the guinea pigs into massive, muscular mutants that could lift a Buick without breaking a sweat.

FEV didn't just alter their bodies, it toyed with their minds. Tucked away rage bubbled to the surface, and now it's directed at you. Some mutants are fast, some are laboriously slow. Others are wicked smart, still more are as dumb as a bag of hammers. But because of their superhuman strength, all mutants are able to carry the biggest guns in the game. And that's what makes them especially dangerous.

MUTANT GRUNT

Mutant leaders use the Grunts as cannon fodder. These dim-witted mutants make up for their lack of coordination with their brute force and vicious attacks. Using melee weapons, they can deliver near-fatal blows. Very few are equipped with guns, and if you watch carefully, you'll see why. They have a tendency to shoot each other just as much as they shoot you.

MUTANT SOLDIER

Mutant Soldiers aren't smart enough to be given cloaking devices, so instead, they're equipped with huge guns to help satisfy their ferocious bloodlust. They wear decent armor, so it will take a few more hits to take down these mutants.

NIGHTKIN

Nightkin are one of the post-apocalypse's biggest menaces. These clever mutants are equipped with cloaking devices (called "stealth boys") that render them invisible to the unwary eye. Look for the tell-tale blurring of a Nightkin moving in for the kill. They become visible when they attack, but by then, it's too late.

SUPER MUTANT

Mutants are rightfully feared for their strength, but this breed of weird science is also bred with freakish intelligence—a dangerous cocktail, especially when served up in pairs. These mutants proudly wear the armor of their kills, high-tech shielding that was perfected by the Brotherhood. Super Mutants also carry energy weapons, like rapid-fire Laser Cannons, that can cut you in half. If you spot one of these mutants in a pack of others, try to take it down as soon as possible. It will use the distraction of the other mutants to drain your health before going in for a laser-powered kill.



MONSTERS AND ROBOTS

Few animals survived the effects of the nuclear fallout. Those that did mutated and became twisted versions of their former species. Even the most peaceful mammals and insects became intense predators, and their favorite meal is human flesh.

DOGS, COWS, AND RATS

DOGS

Canines survived the holocaust, but they're hardly man's best friends anymore. The Raiders use these wild dogs to protect their hideouts, and equip them with armor so they have enough time to warn of intruders before getting struck down.

Ghoul Dogs are half-rotten mongrels, skulking around the Ghouls City with skeletons exposed. Ghouls Dogs love to feast on flesh and are usually hopped up on Psycho, rendering them freakishly fast and aggressive.



BRAHMIN

These beastly bovines just wander the land, chewing their irradiated cud. Unlike most wasteland critters, the two-headed Brahmin bear no ill will to humans. They just get in the way—often at the most inopportune moment, like when you're running from a gang of Raiders.

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RATS

If rats can survive the plague, then surely they won't blink at a mushroom cloud. Wasteland rats are enormous, sometimes as big as a Buick. Their bites aren't terribly damaging, so they compensate by attacking in packs.

RADSCORPIONS



NORMAL RADSCORPION

These vermin are big and ugly, and they may have heard what you said about them. Their stingers cause considerable damage to characters with little armor. Watch out for their fast claw attacks, which they commonly use to tenderize their meal before the kill.

SPITTING RADSCORPION

Fortunately, these Radscorpions don't have the horrific claw strength of their normal brethren. But that's only because they can spit radioactive poison from a distance, eliminating the need for up-close killing devices. Use your ranged weapons to take them out.

The stable of Z-grade cinema schlock comes to life in these giant, mutant scorpions that can't be crushed underfoot. In fact, you're lucky if you can crush them with a Sledgehammer. Radscorpions are fast and mean, and can attack with their claws and stinger tails.



GLOWING RADSCORPION

These bugs retain much of the radiation that made them the mutant menaces they are today. The toxins surging through their veins cause them to glow in the dark, and just brushing against them causes radiation poisoning.

ROACHES



Nothing kills a cockroach. Not insecticide, not starvation, not even nuclear fallout. Now that they're as big as a dog, and in some cases, much bigger, Roaches are ready to exact their revenge for centuries of human cruelty.

NORMAL ROACH

Expect to find these annoying buggers in dark corners, waiting to spring when you walk by. Their speed makes them difficult to dodge, but thanks to their weak carapace, they are easy kills. To compensate for their weaknesses, they often travel in numbers. They also hide in crates and barrels, so be careful when you rummage for supplies.

Should you strike a Roach, but not kill it, it will start jumping around feverishly, making it impossible for you to lock on to it.

MUTANT ROACH

Much larger than normal Roaches, Mutant Roaches are twice as deadly. Like their smaller cousins, Mutant Roaches prefer to attack in hordes, figuring that numbers will make up for their decreased attack abilities.

DEATHCLAWS



What these abominable creatures were before the Great War, nobody knows. Were they bears? Tigers? They certainly retained the killer instincts and brute strength of both. Deathclaws are frighteningly fast, and their massive claws pack a forceful punch.

BABY DEATHCLAW

They may look harmless—that's how they lure you in. And then the others pounce. Baby Deathclaws are rarely alone, they prefer to attack in packs. Sure, they're quite easy to flatten, but do so before they shriek for nearby Adolescent Deathclaws. These beasts take care of their own, and they don't particularly cotton to folks wiping out their young 'uns.

ADOLESCENT DEATHCLAW

Not quite adults yet, but still deadly. Adolescent Deathclaws are particularly headstrong, so much that they use their plated noggins as their preferred attack. One spearing from an Adolescent Deathclaw does enormous damage. Dodge this attack, and use the Deathclaw's required moment to reorient itself to take it down.

CHAMELEON DEATHCLAW

Chameleon Deathclaws are slightly more evolved than the adolescent variety. Their adaptive hides help them blend in with their surroundings, rendering them invisible in dark passages. This breed also prefers to hang back and wait for the right moment to attack, rather than rush in without caution. To neutralize their invisibility, you can either hit them, or wait for them to hit you—which is not recommended.

ELDER DEATHCLAW

Elder Deathclaws are slow and blind. They won't instigate attacks, as they have no idea where their prey is located. However, should you make a sound around them, they lock in on the source and pummel it until all is silent again (which usually isn't until you're dead).

ROBOTS



If you built a billion-dollar, subterranean fallout shelter, you'd install a security system, too. The employees of Vault-Tec protected their investment with an army of well-armed Robots, programmed to mow down any unwelcome visitors. That means mutants. And that also means you.

The 'bots kill without prejudice, and if you're clever, you can sometimes trick them into doing your dirty work. Let a Robot get a bead on you, then run until a mutant comes between it and you. The Robot will chew up the mutant in an effort to get to you, which gives you a moment to arm yourself with the best weapon you have, or make a run for it.

TURRET ROBOT

Turret Robots are single-minded killing machines, equipped with dual Gatling guns that spray bullets at anything that moves. Fortunately, these Robots are stationary, but their unlimited ammo and lethal accuracy make them a pain to deal with. Turret Robots are hidden beneath steel plates on the floor, so you can't smash them while they're inactive. You must wait until they're up and ready to fire before laying it on.

SENTRY ROBOT

The three-legged Sentry Robot is deployed in hallways and tight spaces to prevent intruder penetration into the Vault. Once you've been detected, the goofy-footed Robot will hobble up to you and try to attack with its small guns. These are pretty easy to crush; be sure to check their wreckage for any extra parts.

PATROL ROBOT

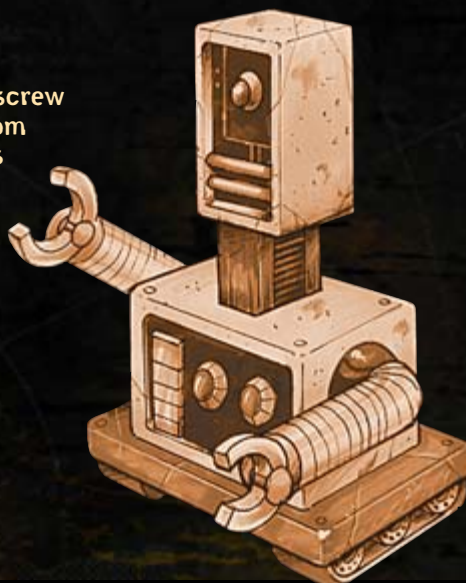
Patrol Robots are upgraded Sentry Robots, armed with better weapons and increased armor plating. They fire twin Gatling guns, like the Turret Robot, but are able to move.

TESLA ROBOT

This class of Robot was created to serve as the clean-up crew. Once Sentry and Patrol Robots have detected an intruder, the Tesla 'droids are sent in to deal the real damage with deadly energy weapons. Unless you're fast and well-protected, one zap is enough to cleave your health bar in two.

KAMIKAZE ROBOT

These are just Patrol Robots with a screw loose—the screw that keeps them from self-destructing. When an intruder's presence has been detected, Kamikaze Robots move in and blow themselves up. Because these Robots are fairly cost prohibitive (you can only use them once), Vault-Tec made very few.



WHO'S WHO OF THE WASTELAND

It takes a certain someone special to survive a nuclear war. Nothing thins the herd like a fiery holocaust, and those left standing are a peculiar bunch, indeed. During your journey through the wasteland, you must meet and greet with the bizarre folks and creatures, as they'll all have information and gear absolutely vital for your mission. And some of them, well, some of them you won't talk with for long before you realize it's time to put one between the eyes.

RUBY



Ah, the harlot with the heart of gold. Ruby is the main source of, uh, entertainment in Carbon. By getting that close with some of the more unsavory folks that mosey through town, she learns information that will certainly help your mission.

MAYOR RICHARD



Apparently, two things will survive the holocaust: cockroaches and crooked politicians. The Mayor of Carbon may soothe the savage heart with his pleasant Southern drawl, but beneath beats the heart of a traitor. He's in cahoots with something sinister.

JESSE



The grizzled old trader has made shop for himself in carbon, selling weapons and gear to anybody who stands up to the Raiders. Like the other citizens of Carbon, Jesse has a fondness for illicit substances, and will pay handsomely if you choose to deliver Vidya's errant meds to him instead.

ARMPIT



The sole proprietor of the Atomic Diner in Carbon. A surly sort, Armpit is mainly concerned with making a buck. Or a cap, that is. He'll pay top cap for Radscorpion Tails because he's certain he can turn their venom into a brew that will make him a rich man.

RAIDER MATRON



The dominatrix of darkness. The queen of mean. This ruthless vixen runs the Raiders in carbon, but she's got a shadow partner supplying her with weapons and information. There's no redemption for this lost soul, so it's up to you to put her out of her misery.

VIDYA



The good doctor of Carbon is a beleaguered soul, what with all the injuries she must treat due to the Raider presence. Never mind that her supply of drugs keeps disappearing into the hands of pill-poppers looking to forget their woes, even for an hour.

HAROLD



The poor old Ghoul just wants to live his (hopefully) final days in peace. But with Mutants tearing up the once-quiet Ghoul city of Los, that dream's put on hold. Harold is just going to pieces over the whole ordeal, and if you manage to find some of his missing pieces, he will reward you.

THE WANDERER



The old salt has seen plenty of action in the past, but has come to Carbon hoping to find someplace peaceful to hang it up. No such luck. Not with the Raiders in town. The Wanderer will provide information, but if you fetch a Vault Flask for him, he will reward you with caps and experience points.

GIESE



Giese is a former vault-Tec engineer that found himself stuck on the surface. Choked by radiation, Giese became a Ghoul. Though he lost his skin, he never lost his mind. He's as sharp as ever, and if you motivate him properly with caps and scraps, he'll fashion some special boom-boom for you.

BLAKE



The former Vault-Tec security officer was banished to the surface where fallout turned him into a rage-filled Ghoul. Blake rejected tech, becoming something of a luddite messiah, leading the Ghouls to the promised land. His cult is a major headache for the Brotherhood, though, so it's up to you to put a stop to his bad religion.

MARY



Mary is proof that kindness cannot be completely destroyed, no matter how many megaton warheads you drop. The little girl rescues you from near-death, leading you to a hospital facility inside the Vault. She's an orphan, but an orphan with a wallet, as she will pay you well if you manage to find her mother's ring.

CHING TSUN



Ching Tsun is the Vault's very talented weapons engineer. Busy in his lab, Tsun is cooking up ways to help people kill smarter, not harder. To supplement his pension, Tsun sells high-grade weapons, so bring your checkbook.

ATTIS



Attis may be a Mutant, but he hardly possesses the mealy mind of one. A brilliant strategist and fearsome brute in a single, deadly package. Attis believes that Mutants deserve to inherit the planet since humans screwed it up in the first place, and he'll fulfill that prophecy by any means necessary; employ similar tactics to bring him down. Humanity is counting on you.

HIERONYMOUS AND SALIERI



These twin traders cornered the weapons market in Los. They're so rich, in fact, that they opened up a gladiator sport where contestants earn caps for capping monsters for a paying audience. Sweet talk these brothers, do their errands, and you'll receive a fat discount on their wares.

RHOMBUS



Rhombus is the paladin you're searching for when your adventure begins. You'll finally catch up to the old coot in Los, but he's certainly seen better days. Enjoy Rhombus' final hours, mowing down Ghouls together as you make your way to the Vault entrance.

PATTY



Patty replaced Blake as the Vault-Tec security officer. The tough-as-nails woman is all lady, though—a lady with a trigger finger. Patty will help you reach the center of the Vault, but pay the ultimate price for doing so.

DUBOIS



The Vault's top scientist has gone missing. And, of course, he's the only cat in the Vault with the key you need. So, head into the field and bring him back. Or, what's left of him.

WASTELAND GEAR: WEAPONS, ARMOR, AND ITEMS

Roaming the wasteland, you're bound to find trouble. And since diplomacy has no place in a post-apocalyptic world, you're left with nothing but the universal language of ultra-violence to sort out your differences. You begin your travels with very weak weapons. It's up to you to search out new tools of death, either from ransacking the corpses of fallen foes or from the unscrupulous arms dealers that travel from town to town.

Weapons are expensive, especially the best of the best, so always keep an eye out for loose change. It's tempting to blow all of your dough on the latest and greatest weapon, but it's equally important to splurge on armor upgrades. Sometimes the best offense is a good defense. If an enemy attack glances off you because of your superior armor, that saves you money on expensive Stimpaks (health items)—which you can spend on those weapon upgrades you've been salivating over.

Now, you will not be able to buy all of these weapons from shops and traders. Many must be found or taken from the body of a fallen foe. The weapon prices indicated in this list are the full values for each weapon, if you could buy each and every one. What you will likely end up doing is selling back many found weapons to traders, but at a third of the cost—the price we have listed.

For example, you may find the amusingly lethal Shredder, but you decide you'd rather use something else, or you want the caps to buy more Stimpaks. (Entirely understandable.) The list price of a Shredder is 30,600 caps, but if you sold it back to a shop or trader you would only receive 10,200 caps. Which is no chump change.

There are three kinds of weapons in the wasteland: melee, ranged, and explosive. Each weapon type has advantages and disadvantages, ranging from speed of attack to accuracy. As you fight your way through the radiated desert, you'll discover the best times to use each kind of attack or you'll develop a preference for methods of causing pain. Perhaps you'll find greater satisfaction in up-close melee attacks, where you have complete control over your blows. Or maybe you'll decide it's more amusing to sit back and cut down the enemy with rifles.

That's what's so great about living in a world with no tomorrow: Freedom of choice. Now, go exercise your rights...with a Sledgehammer and a Turbo Plasma Rifle.

MELEE WEAPONS

Melee weapons are designed for close-range fighting, such as running up to a guy and swatting him in the face with a Sledgehammer. You have far more control and accuracy with melee attacks, but the catch is, you're also close enough for the enemy to attack you, too. You can also create combos with melee weapons by pressing the "attack" button several times while engaging a wasteland nemesis, resulting in more damage and, hopefully, preventing them from getting in an attack of their own.

FISTS

You take your life into your own hands when you venture out into the wasteland, so you may as well equip those mitts with the best weapons you can find. Bare-knuckle fighting may look cool in the flicks, but in the wasteland, you'll last as long as a snowball in, well, you know. Weapons such as Burning Gloves and Ripper Gloves, will indeed endow you with legendary fists of fury.

BARE KNUCKLES



- Price: –
- Damage: Minimal

Bare-knuckle fighting is fine for a little pugilism, but nobody in the wasteland observes the Queensbury rules, so find yourself a set of fist upgrades ASAP.

IRON GLOVES



- Price: 165
- Damage: 4-10 x 2

The first glove upgrade you find provides a far better whack than bare knuckles, but you should look for better gloves that offer groovy, deadly attachments.

SPIKED GLOVES



- Price: 525
- Damage: 10-15 x 2

Nothing like a left hook with a big pointy thing sticking out of your fist. Spiked Gloves do decent damage, but their chief advantage is that they pierce through most weak armor.

BURNING GLOVES



- Price: 1725
- Damage: 18-27 x 2

Go seriously pyro with these fists. These napalm-covered gloves do fire damage to foes, as they smear burning jelly on any enemy you hit, resulting in increased damage.

POWER FISTS



- Price: 12000
- Damage: 75-85 x 2

Battery-power bashing comes courtesy of the Power Fists. Ten curled fingers of pain dish out a minor explosive attack that also rattles armored enemies.

RIPPER GLOVES



- Price: 20250
- Damage: 60-110 x 2

Spiked Gloves can't compare to this sweet upgrade, fully equipped with spinning drill bits. Ripper Gloves bore into enemy armor with the greatest of ease, making them a prime upgrade you should buy as you as you can afford them..

MEGA-POWER FISTS



- Price: 33000
- Damage: 150-200 x 2

The next step up in Power Fist tech, the Mega-Powered Fists have enough juice to knock an enemy clear across the screen, giving you ample time to either switch to a ranged weapon and finish him off or run in close for a one-two finishing blow.

KNIVES

Knives are lightweight, lethal cutting tools that pierce armor (and skin). Because of their compact size, you can wield a knife much quicker than a hammer or a pair of super-powered fists. Cleavers, on the other hand, are huge knives that require a two-handed approach—but the literal side-splitting effects are worth the decrease in attack speed.

SHIV



- Price: 75
- Damage: 4-6

The staple of prison movies, Shivs are crafted from scrap metal and old tape. They do little damage, but are better than an empty hand when going rounds with a surly Raider.

COMBAT KNIFE



- Price: 570
- Damage: 11-19

This military-issue cutting tool was designed for more than sawing rope. The Combat Knife tears through flesh, too, but it can't pierce strong armor.

RIPPER



- Price: 6000
- Damage: 35-42

Rippers are equipped with teeth, not unlike a chain saw, that slice through enemy armor as if it were made of tin foil.

MONSTER RIPPER



- Price: 14250
- Damage: 88-95

The Monster Ripper is a souped-up version of the Ripper, but with far greater attack strength and armor-piercing capabilities. It's a two-handed weapon that requires time to swing around, but the effects of cutting through a small crowd of advancing enemies is a glorious sight indeed.

CLEAVER



- Price: 2700
- Damage: 32-37

The Cleaver was originally intended for slaughtering Brahmin, but someone decided it would be equally effective in carving up humans, too. It handles like a hammer, but the decreased speed is a small price to pay for its armor-splitting lethality.

TESLA CLEAVER



- Price: 22500
- Damage: 110-120

This juiced-up Cleaver is as fun to look at as it is to use. Electric arcs dance across the blade as you swing it through the air, creating a spectacular light show sure to amaze your enemies—just before you saw them in two.

PLASMA SAW



- Price: 43500
- Damage: 120-200

Two parts chainsaw, one part energy weapon, the Plasma Saw is a fusion-powered blade weapon that can be wielded like a sword, but does far more devastating damage. Few pieces of armor can stop this thing.

HAMMERS

Hammers are the ultimate tools of bludgeoning—pick one up and start cracking skulls. These melee weapons are slow on the draw, but they knock enemies back with each attack, and the better hammers can disperse a small army with one well-placed swing.

TORCH



- Price: 1425
- Damage: 16-20

The Torch is a steel rod with a gas-powered head that dishes out fire damage to all it comes in contact with.

SPIKED BASEBALL BAT



- Price: 450
- Damage: 12-16

No need to cork this bat for a better swing. The ouch-inducing spikes are enough to thwack an enemy back a few feet and make him think twice about getting up again.

SLEDGEHAMMER



- Price: 3000
- Damage: 35-38

The strongman's specialty makes an appearance in the wasteland, but its dull head does little damage to armored opponents. However, the Sledgehammer is a great crowd-clearing weapon, giving you a moment to switch to a knife or firearm for finishing enemies on a one-by-one basis.

SPIKED SLEDGEHAMMER



- Price: 6450
- Damage: 41-52

Imagine the shock and horror of seeing a sledgehammer coming for your face. Now, imagine that hammer wrapped in razors and spikes. Yowza. The Spiked Sledgehammer has the ability to cut through weaker forms of armor, too.

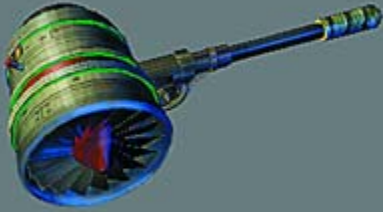
SUPER SLEDGE



- Price: 3000
- Damage: 35-38

This battery-powered sledge feels like getting run over by a Mack truck. The Super Sledge does well against armored enemies, and it's even better at swatting away small groups of them. Perfect for when a group of Raiders decides to not play fair, the Super Sledge evens the odds.

TURBO SUPER SLEDGE



- Price: 45000
- Damage: 160-210

Get this contraption: a Super Sledge with a nuclear-powered jet engine attachment. If you thought the regular sledges did a fine job beating back a crowd, wait until you unload this party favor.

RANGED WEAPONS

When you want to dish up some death from afar, equip a ranged weapon. They're never as accurate as a melee weapon, but using a ranged weapon means an enemy with only a bat or knife is at a serious disadvantage. Ranged weapons require ammunition, which you'll find on the corpses of fallen foes or at the various trading posts.

PISTOLS

Pistols are a light, easy-to-use ranged weapon. Because they're held in a single hand, you can whip them out faster than some of the bigger, two-handed death machines. Most do reduced damage, but at least they do it from outside of harm's reach.

HOME-MADE PISTOL



- Price: 135
- Damage: 7-10

A terribly crafted weapon that is horribly inaccurate and fires at a very slow rate.

BERETTA



- Price: 495
- Damage: 8-14

Certainly a step up from home-made job, but its itty-bitty bullets do little damage to armored foes.

DESERT EAGLE



- Price: 1500
- Damage: 16-21

A standard, heavy-caliber pistol that can pierce lesser forms of armor.

SMG



- Price: 3300
- Damage: 5-10

The Sub-Machine Gun fires small-caliber bullets that aren't particularly effective against armored enemies, but makes up for it by firing them at a very fast rate. It's a good weapon for keeping a single enemy at bay.

HOME-MADE LASER PISTOL



- Price: 5925
- Damage: 38-45

This garage-special Laser Pistol is far less accurate than the real deal, but energy blasts do more damage than bullets. If you must tell your friends you have a "laser," go for it. But you would be better served to save your money for the factory job.

LASER PISTOL



- Price: 16500
- Damage: 70-85

The Laser Pistol is a low-level energy weapon that fires burning laser beams. Good for piercing weak armor and searing the human flesh beneath.

DUAL PISTOLS

Pack a pistol in each hand. Only Nadia and Cain can use these weapons, though.

DUAL BERETTAS



- Price: 1425
- Damage: 8-10 x 2

The single Beretta isn't much against powerful, fast enemies. At least Dual Berettas give you twice the chance to hit them.

DUAL SMGs



- Price: 7500
- Damage: 5-10 x 2

These machine guns are just what you need to chop up a crowd of enemies.

DUAL DESERT EAGLES



- Price: 3150
- Damage: 16-21 x 2

Two fat slugs at the same time? A recipe for serious destruction.

DUAL LASER PISTOLS



- Price: 24060
- Damage: 70-85 x 2

Double-fist these portable energy weapons to do twice the damage, but without any loss of speed.

RIFLES

The next step up from handguns, rifles are slightly more powerful and able to hit a target farther away. There are several types of rifles, each one suited for a different need, such as the Assault Rifle, which is best for mowing down a group of enemies, while the Hunting Rifle is good for steadily pounding a slow-moving target.

HOME-MADE RIFLE



- Price: 600
- Damage: 17-23

The worst, most inaccurate rifle in the wasteland. But it's a good, cheap way to acquaint yourself with the ways of the rifle, and decide whether or not the weapon class suits your style.

HUNTING RIFLE



- Price: 1470
- Damage: 23-30

A much better rifle than the home-made variety, the Hunting Rifle is great for picking off a faraway target that isn't likely to realize it's being shot at.

DOUBLE-BARREL SHOTGUN



- Price: 2700
- Damage: 8-11

With its twin barrels of justice, this rifle fires a decent-sized spray of pellets at an oncoming enemy.

COMBAT SHOTGUN



- Price: -
- Damage: 14-19

This two-handed shotgun rapidly fires a thick, deadly blast of pellets. This weapon can't be bought, though; it must be earned from fulfilling a side quest.

HOME-MADE MACHINE GUN



- Price: 2850
- Damage: 10-15

This jerry-rigged Machine Gun fires a steady stream of bullets, but is not as lethal or accurate as the Assault Rifle.

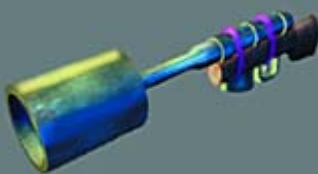
ASSAULT RIFLE



- Price: 18750
- Damage: 15-21

The military-grade Assault Rifle is one of the most reliable weapons in the wasteland. It fires bullets with great accuracy at an impressive rate—perfect for stopping a rampaging enemy.

HOME-MADE LASER RIFLE



- Price: 8250
- Damage: 45-56

This is a poor excuse for an energy weapon. This garage-rate rifle has terrible accuracy and it doesn't even fire very fast. But any energy weapon is better than no energy weapon at all.

PLASMA RIFLE



- Price: 27360
- Damage: 130-151

Need to take out an enemy from a distance? Is that enemy wearing armor? No worries. The Plasma Rifle, which offers superior accuracy and a good rate of fire, has you covered for all your killing needs.

BIG GUNS

The next step up from rifles, these weapons cause considerable damage—and make you look good while doing it.

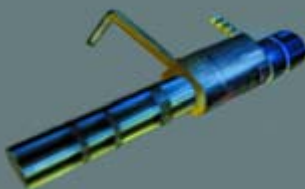
HEAVY MACHINE GUN



- Price: 13500
- Damage: 15-21

This gun unloads a fast blast of bullets, but is not especially accurate. It's better when used in close range, as it can keep several enemies busy at the same time.

MINIGUN



- Price: 27735
- Damage: 40-65

Awful accuracy—but that's not the point. The Minigun unleashes a lethal stream of continuous bullets that can saw an incoming horde of enemies in half.

FLAMETHROWER



- Price: 1350
- Damage: 0-11

Use the Flamethrower to burn down an advancing enemy or torch a group of marauders. They'll continue to burn for a few moments after you've let off the trigger, but be careful. That's a gas can strapped to your back now.

TURBO PLASMA RIFLE



- Price: 34500
- Damage: 70-84

This weapon is an upgraded Plasma Rifle that fires much quicker, and with deadlier accuracy. One or two shots from this piece will reduce an enemy to a fine pile of ash.

CONTINUOUS FIRE LASER



- Price: 24000
- Damage: 32-41

One of the most fun weapons to use in Fallout. Lock and load this death dealer and release a continuous stream of pure energy on an entire group of enemies. You'll incinerate them all within seconds.

VERY BIG GUNS

These weapons are some of the best hardware in the wasteland, able to tear open an enemy with a single shot. Only Cyrus and Cain can use these humungous weapons of mass destruction.

INCENDIARY MORTAR



- Price: 3450
- Damage: 123-183

This mortar launches a fuel tank at an enemy. Inaccurate and slow to reload, but when you hit the mark, the fireworks are spectacular.

HOME-MADE ROCKET LAUNCHER



- Price: 16500
- Damage: 120-181

A launcher assembled from salvaged parts. Hope it doesn't blow up in your face.

ROCKET LAUNCHER



- Price: 30000
- Damage: 120-181

A professional-grade launcher that fires an exploding shell. Don't fire it at a close-range target, or you will take heavy damage.

PLASMA CANNON



- Price: 40500
- Damage: 300-471

An incredible energy weapon that, when fully charged, fills half the screen with an electrical blast. It takes forever to recharge, but nothing will survive long enough to hurt you while it does.

SHREDDER



- Price: 30600
- Damage: 80-101

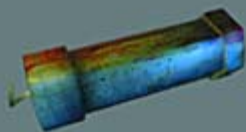
Imagine seven shotguns strapped together, all firing at once. Imagine aiming it a mutant. Now, imagine having to clean up the mess.



EXPLOSIVES

Some of the most impressive boom-boom in *Fallout* comes from the explosive weapons. Explosives bounce off surfaces, such as walls and overturned cars, then detonate after a delay. The blast radius will damage multiple enemies. Explosives can also be set as mines.

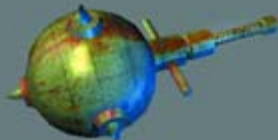
HOME-MADE BOMB



- Price: 600
- Damage: 50-80

An amateur's bomb, made from cleaning materials and old wiring. It is the weakest of the explosives.

TOXIC GRENADE



- Price: 1200
- Damage: 20-40

The blast from a Toxic Grenade doesn't do much damage, but the poison splashed on nearby enemies will slowly deplete their health.

FRAG GRENADE



- Price: 1800
- Damage: 90-150

This military-issue weapon damages nearby enemies with a barrage of shrapnel.

INCENDIARY GRENADE



- Price: 2100
- Damage: 80-100

Fire explodes from this grenade and continually burns any surface (such as skin) it comes in contact with.

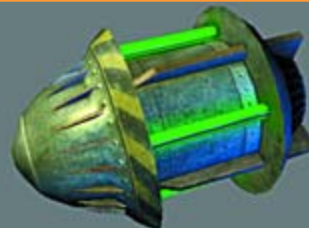
PLASMA GRENADE



- Price: 3000
- Damage: 300-350

The energy weapon grenade unleashes a blast wave that knocks back every enemy surrounding the detonation. It's excellent for dispersing a horde of enemies.

MINI-NUKE



- Price: -
- Damage: Insane

Oh, the big boom itself. All the fury of nature in a small, convenient package. It's the definitive room clearer, which might include you unless you hightail it to safe distance before the Mini-Nuke detonates. Use it against huge foes.

ARMOR

With all those weapons in use in the wasteland, you'll need some protection. Armor helps reduce the amount of damage you take from attacks. There are several pieces to each set of armor—gloves, leggings, chest plates, and helmets. To receive maximum protection, leave no portion of your body without armor. It will cut down on your usage of Stimpaks considerably, saving you precious money.

CLOTHES

These are what you begin the game wearing. They offer no resistance to attacks, but at least they cover the unmentionables.

LEATHER ARMOR

Better than the rags you have on, but not by much. Cobbled together from the hides of dead animals, Leather armor offers slight protection from attacks.

RIOT ARMOR



Riot Armor is made from salvaged pieces of S.W.A.T. gear. The Kevlar fabric helps cut down on damage from basic attacks.

COMBAT ARMOR

This light suit of armor uses Kevlar and steel plating to protect from damaging attacks. It's much better than Leather Armor because it offers additional protection from fire and radiation damage.

METAL ARMOR



Metal Armor offers decent protection from enemy attacks, and it's superior to Combat Armor.

TESLA ARMOR



Tesla Armor is a modified suit of Metal Armor. It offers the same protection from melee and ranged attacks, but the Tesla coils and other science-genius gear offers almost complete invulnerability to energy weapon attacks.

POWER ARMOR

The best armor you'll find in the wasteland. The only way you can get this incredible protective suit is by finding all the necessary parts and bringing them to the Vault's weapons engineer, Tsun. It's a pain to find the pieces, but the reward is worth it. The Power Armor uses a small fusion generator to give the wearer extra strength.



Fallout BROTHERHOOD OF STEEL

PRIMA'S OFFICIAL STRATEGY GUIDE

ITEMS

As you wander the wasteland, you'll pick up supplies necessary for completing your mission for the Brotherhood. The two most useful items are caps and Stimpaks. When you're low on either, you're in trouble.

CAPS

Caps are the basic form of currency in the wasteland. Use them to buy weapons, armor, and supplies from traders.

BAWLS CAPS

These special, rare caps are worth 50 regular caps each.

STIMPAK

This health item will restore a little bit of your health per use. It's excellent for giving you just enough health for getting out of a jam.

SUPER STIMPAK

The extreme version of the Stimpak restores almost all of your health. In the deepest recesses of the Vault, these are as necessary as bullets, as mad mutants deal devastating blows.



SECRETS FROM THE WASTELAND

Not everybody can join the Brotherhood of Steel and reap all the benefits of membership. The inner circle is small and made up of hardened warriors who spent years in the wasteland, amassing knowledge and skill. Leapfrog the grizzled paladins in line for the most esoteric of the Brotherhood's secrets by checking out these final pages of your guide to surviving the nightmare of life after the Great War.

HIDDEN CHARACTERS

Several of the folks you meet during your travels can be enlisted to help fight the Mutants and save humanity. As you finish each chapter of the game, another supporting character is unlocked and ready to wade into disaster.

After clearing Carbon of the Raider Matron's menace, Patty, the Vault-Tec heroine, becomes available to play. Once the ghoulish city of Los is undone, Rhombus, the paladin in purple, joins the cause. And the Wanderer, the hero of the original Fallout, goes in for another tour of duty once Attis has been defeated in the depths of the Vault.

SECRET WEAPONS

There is plenty of bang-bang in this failed paradise to dish up some serious hurt, but connoisseurs of killing will want to uncover these two secret weapons.

THE SLUGGER

The Great Bambino wishes he had a bat like this. This piece of lumber needs no cork to knock enemies across the screen and do huge damage.

To uncover the Slugger, head to the docks in Los. Check the narrow alleyway behind the last few pools of green radioactive sludge. There will be Ghouls standing behind fences. Lob Grenades over the fence and kill these Ghouls. Exit the alleyway to find yourself face to face with the biggest Ghoul you've ever seen. Use the biggest boom you have to bring the monster down and the Slugger is yours.

MEAT-CANNON

This weapon has more than a funny name, it has incredible range and a very neat trick:

it never runs out of ammo. The Meat-Cannon fires explosive meat at targets that does serious damage.

To find the Meat-Cannon, check back to the Bridge chapter of Los. Remember the hidden area across from the Save Game Console that requires the leap of faith? If you walk out across the blackness and reach the island, you're halfway there.

Kill all of the Ghouls on the asphalt island and head for the truck in the back corner. Open the footlockers to discover caps and the Meat-Cannon. Bon appetit.



BONUS MATERIAL

Quite a bit of effort went into bringing you the best post-apocalyptic killing spree ever for next-gen consoles (sure to become a new genre unto itself). The team behind *Fallout: Brotherhood of Steel* has assembled all of the cutscenes and cinematics, as well as plenty of making-of footage, for your perusal—but you're going to have to put a little sweat into it if you want to see it all. All of these extra goodies are accessed from the "Bonus" option on the menu screen.

For the basics: Every time you complete a chapter with that character, that cinematic is unlocked for future and forever viewing. Grab some popcorn and watch your character's introduction til the end of the world.

Once you complete the game, the follow bonus material as unlocked:

***Pinups:** Footage of the female characters from the game, but done up for a '50s-era calendar shoot. Saucy!

***Environment:** View concept artwork for the locations in the game, such as Carbon and Los.

***Weapons:** Check out concept artwork and renderings of the weapons used in the game.

***Characters:** More artwork, but this set concentrates on the characters.

***Skinlab Music Video:** Skinlab provided some of the rockin' tunes that play over the games best action sequences. Watch a music video of the group.